

SAILOR MOON™

The Sailor Moon Role-Playing Game and Resource Book



Written and Designed by Mark C. MacKinnon

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Dedicated to my true love, Karen McLarney, for your strength, your hope, and your undying support. With you by my side, there is nothing I cannot accomplish.

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Foreword

This is the book that would not end.

When Kodansha, Ltd. first told me that Guardians Of Order was granted the license to publish *The Sailor Moon Role-Playing Game and Resource Book*, I already had the entire book planned. I estimated that 128 pages would be sufficient to cover both the game system and the resource section, and still leave plenty of room for art. When the creative process began, however, I realized that I severely underestimated the scope of the *Sailor Moon* television series. I quickly revised my estimate to 144 pages, but that projection did not last too long either. Months of furious writing and intense research pushed the page count higher and higher — 144...160...176...192...and finally 208. Had the book been any smaller, important information about the *Sailor Moon* characters and stories would have been excluded, and that was a sacrifice I was not willing to make. It was important to me that Guardians Of Order create a licensed product worthy of the *Sailor Moon* name. We did our best — now you be the judge.

I designed the first multi-genre anime role-playing game, *Big Eyes, Small Mouth*, in mid-1997 to reflect two basic principals: Japanese anime can provide an ideal setting for role-playing, and open-ended rules put the power in the hands of the player. I knew *The Sailor Moon Role-Playing Game and Resource Book* presented an even greater challenge, because the expectations from the public would be significantly higher. The game system not only needed to be intuitive and easy-to-learn for beginners, but also required mechanics that mirrored the events of the series nearly perfectly. By focusing production on three equally-important elements — game system, resource/reference, and art — I had hoped that the book would appeal to nearly every *Sailor Moon* fan, whether they were avid role-players or not. I am quite pleased with the final result.

Many people have asked me why I chose the *Sailor Moon* series for Guardians Of Order's first foray into commercial licensing. The answer is quite simple: *Sailor Moon* is the perfect game license. I carefully considered the benefits the *Sailor Moon* game would provide:

1. I was a fan of the series, and thus writing the game would be quite enjoyable.
2. The *Sailor Moon* anime universe contains an enormous volume of information in 200 television episodes, three theatrical movies, and the *SuperS* special.
3. The *Sailor Moon* license could be the first role-playing game to invite younger females into the industry. It was my hope that *Sailor Moon's* main characters — fourteen-year-old school girls — would appeal to the demograph that is greatly under-represented in the gaming industry.
4. The English translation of the first two seasons of the television series (by DIC Entertainment, L.P.) were currently being broadcast on television across Canada and the United States, which guaranteed a heightened exposure for the game.
5. The series characters were dynamic individuals that translated very well to Guardians Of Order's Tri-Stat game system.
6. The stories and themes of *Sailor Moon* would easily lend themselves to a role-playing campaign.
7. A great demand existed for *Sailor Moon* merchandise among fans of all ages, which would provide access to markets outside the gaming industry.

This book begins with a brief introduction to the magical girl genre, the *Sailor Moon* series, and role-playing games in general. Character creation follows in *Chapter 2*, which includes numerous character examples from the series and a sixteen-page colour character gallery. *Chapter 3: Game Mechanics* outlines the Tri-Stat game system, Stat checks, combat rules, weapons, and armour. The fourth chapter, *Role-Playing in a Sailor Moon Universe*, presents information about Japan and Tokyo, the *Sailor Moon* series timeline, the various settings of the first two seasons, and life as a Japanese junior high school student. The book continues with *Chapter 5: The Game Master's Section*, which provides advice and guidelines for both novice and expert GMs. The chapter also includes Monster-of-the-Week creation rules and information about other Guardians Of Order anime RPGs. Two *Sailor Moon* adventures are provided in *Chapter 6* — “Where’s Rini?” and “The Children of Mercury”. Finally, *Chapter 7: Resources and References* contains complete episode summaries for the first two seasons, Naoko Takeuchi’s publication timeline, notes on *Sailor Moon* mythology and the Japanese language, meanings behind character names, attack translations, on-line resources, voice actress/actor list, series production credits, and an abundance of other information about the *Sailor Moon* series. Blank character sheets and the all-important index are found in the final pages of the book.

I owe a great deal of thanks to the many people who helped make *The Sailor Moon Role-Playing Game and Resource Book* possible. Without their assistance and support, this game would have remained but a dream:

- Karen McLarney, for everything.
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- All the assistant writers, researchers and playtesters, for their efforts.
- And of course, Naoko Takeuchi, for creating an epic series about unity, friendship, and the power of love.

Mark C. MacKinnon
October, 1998

Warning: This book contains detailed information about the first two seasons of *Sailor Moon*, as well as some information about the later seasons. If you have not seen the first two seasons in their entirety, this book may spoil some of the surprises.

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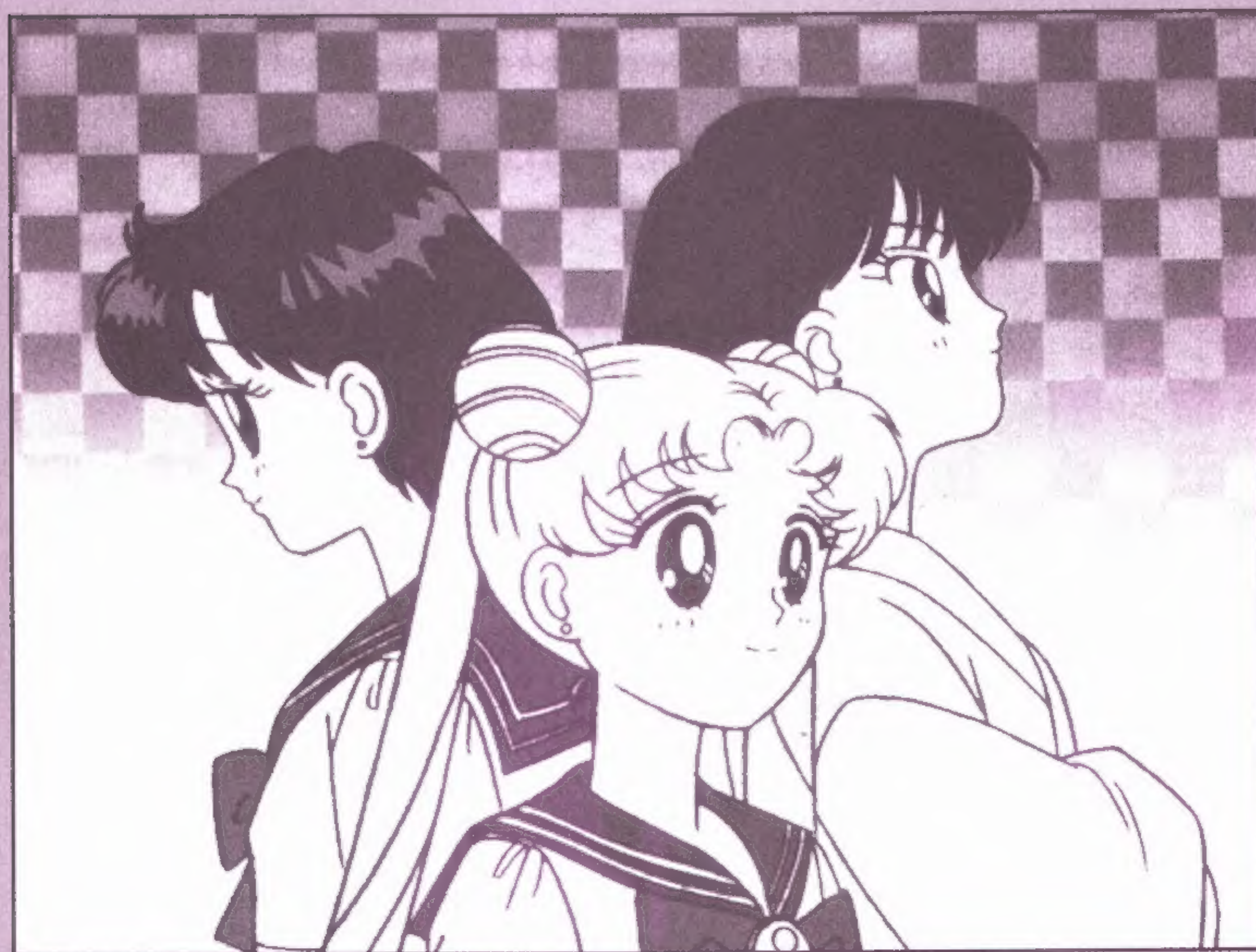
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Introduction





Chapter 1: Introduction



The Magical Girl Genre

The magical girl genre has a rather long and important history in Japan. The magical girls of Japanese animation (or anime) are a rather unique group of characters. They defy easy classification, and yet contain elements from many of the best-loved fairy tales and children's stories throughout the world. Many countries have imported these stories for their children to enjoy (most notably Italy and Spain) but this particular genre of anime still remains mostly unknown to much of the English-speaking world.

The very first magical girl seen on television was created more than thirty years ago. *Mahotsukai Sari* (or "Witch Sally") began airing on Japanese television in 1966, in black and white. The first season of the show proved to be so popular that it was renewed for a second year, moving into the era of colour television in 1967. Soon afterwards in 1969, *Himitsu No Akko-chan* ("Akko-chan's Secret") debuted on television and ran for a year and a half. Many magical girls have followed these first two, including:

1970	<i>Maho No Mako-chan</i> ("Magical Mako-chan")
1972	<i>Mahotsukai Chappy</i> ("Witch Chappy")
1974	<i>Majoko Megu-chan</i> ("Witch Meg-chan")
1978	<i>Majoko Tickle</i> ("Witch Tickle")
1979	<i>Hana No Ko LunLun</i> ("Flower Girl LunLun")
1980	<i>Maho Shojō Lalabelle</i> ("Magic Girl Lalabelle")
1982	<i>Maho No Princess Minky Momo</i> ("Magical Princess Minky Momo")
1983	<i>Maho No Tenshi Creamy Mami</i> ("Magical Angel Creamy Mami")
1984	<i>Maho No Yousei Pelsia</i> ("Magical Fairy Pelsia")
1985	<i>Maho No Star Magical Emi</i> ("Magical Star Magical Emi")
1986	<i>Maho No Idol Pastel Yumi</i> ("Magical Idol Pastel Yumi")
1988	<i>Himitsu No Akko-chan</i> ("Akko-chan's Secret") (Second Series)
1989	<i>Mahotsukai Sari</i> ("Witch Sally") (Second Series)
1990	<i>Esper Mami</i>
1990	<i>Maho No Angel Sweet Mint</i> ("Magical Angel Sweet Mint")
1991	<i>Maho No Princess Minky Momo</i> ("Magical Princess Minky Momo") (Second Series)
1992	<i>Hana No Mahotsukai Maribell</i> ("Flower Witch Maribell")
1992	<i>Bishōjo Senshi Sailormoon</i> ("Pretty Soldier Sailormoon")
1993	<i>Hime-chan No Ribon</i> ("Hime-chan's Ribbon")
1994	<i>Ton de Boo-rin</i> ("Flying Boo-rin" or "Super Pig")
1995	<i>Ai Tenshi Densetsu Wedding Peach</i> ("Legendary Love Angel Wedding Peach")
1995	<i>Nurse Angel Lilika SOS</i>
1996	<i>Kaitou Saint Tail</i> ("Mysterious Thief Saint Tail")
1998	<i>Maho No Staji Fancy Lala</i> ("Magical Stage Fancy Lala")
1998	<i>Card Captor Sakura</i>
1998	<i>Himitsu No Akko-chan</i> ("Akko-chan's Secret") (Third Series)

In the 60's and 70's, the general criteria set forth in the original two magical girl stories, *Mahotsukai Sari* and *Himitsu No Akko-chan*, helped to maintain a consistency of elements to define the genre. The target audience was obviously defined to be young girls (*shōjo* anime), usually under the age of ten and

sometimes much younger. Both characters were Princesses of the Land of Magic, but their abilities were different. Sari-chan used her powers directly, casting spells of various kinds to effect things around her. Akko-chan, however, used a magical compact to *henshin* (or transform) into an alternate identity to become anyone, or any living creature, she desired. Therefore, her magic only affected herself and not anything else around her. Both girls were 10 to 12 years of age, and both stories were focused on the "coming of age" traumas that girls experience as they grow into adolescence and become young women. The girls in these stories were unique with respect to those around them — they had abilities that other people around them did not. Most of these magical girl traits apply not only to the magical girl stories, but also to other *shōjo* stories about idols, fantasy adventures, and romantic dramas.

With the creation of *Maho No Princess Minky Momo* ("Magical Princess Minky Momo") in 1982, new standards were incorporated into the genre. Society had changed — women everywhere were gaining more independence in a world that had always been controlled by men. *Minky Momo* was the first magical girl story to incorporate a very important element into its story — for the very first time, the heroine of the story dies. Although *Minky Momo* was still targeted primarily for young girls, it was also created to be viewed by everyone. The story operated on a number of different levels and to this day remains one of the greatest classic stories in anime history. Minky's story was designed to make children actually think about their world. Adults enjoyed the show for exactly the same reasons that stories like Walt Disney's *Bambi* are suggested viewing for people of all ages. The *Minky Momo* series also broke the gender boundaries when many boys found themselves profoundly affected by the story of a young girl whose death was felt by the entire world.

The 1980's also saw the creation of some of the most memorable magical girl stories ever told. Studio Pierrot created four popular shows during this period: *Creamy Mami*, *Pelsia*, *Magical Emi*, and *Pastel Yumi*. In addition, a whole new generation of girls was brought up with remakes of the first magical girls ever: *Mahotsukai Sari* and *Himitsu No Akko-chan*. Although some boys also expressed an interest in the genre, it was still dominated by and targeted for young girls. One of the reasons for this was very simple — many of the girls were portrayed to be idols, or what Westerners might call "pop stars" of music, movies, and television. The idol industry was booming in Japan in the 1980's, and adapting this popularity into the magical girl genre was only natural. The 1980's also saw the birth and growth of the OAV (Original Animation Video) industry. Since many people in Japan owned VCRs, it could be profitable to create an anime series exclusively for the consumer market and video rental outlets.

By the 1990's, traditional gender roles had changed considerably. Society encouraged men to be caring and tender, and women to be more forceful and assertive. The idol and OAV



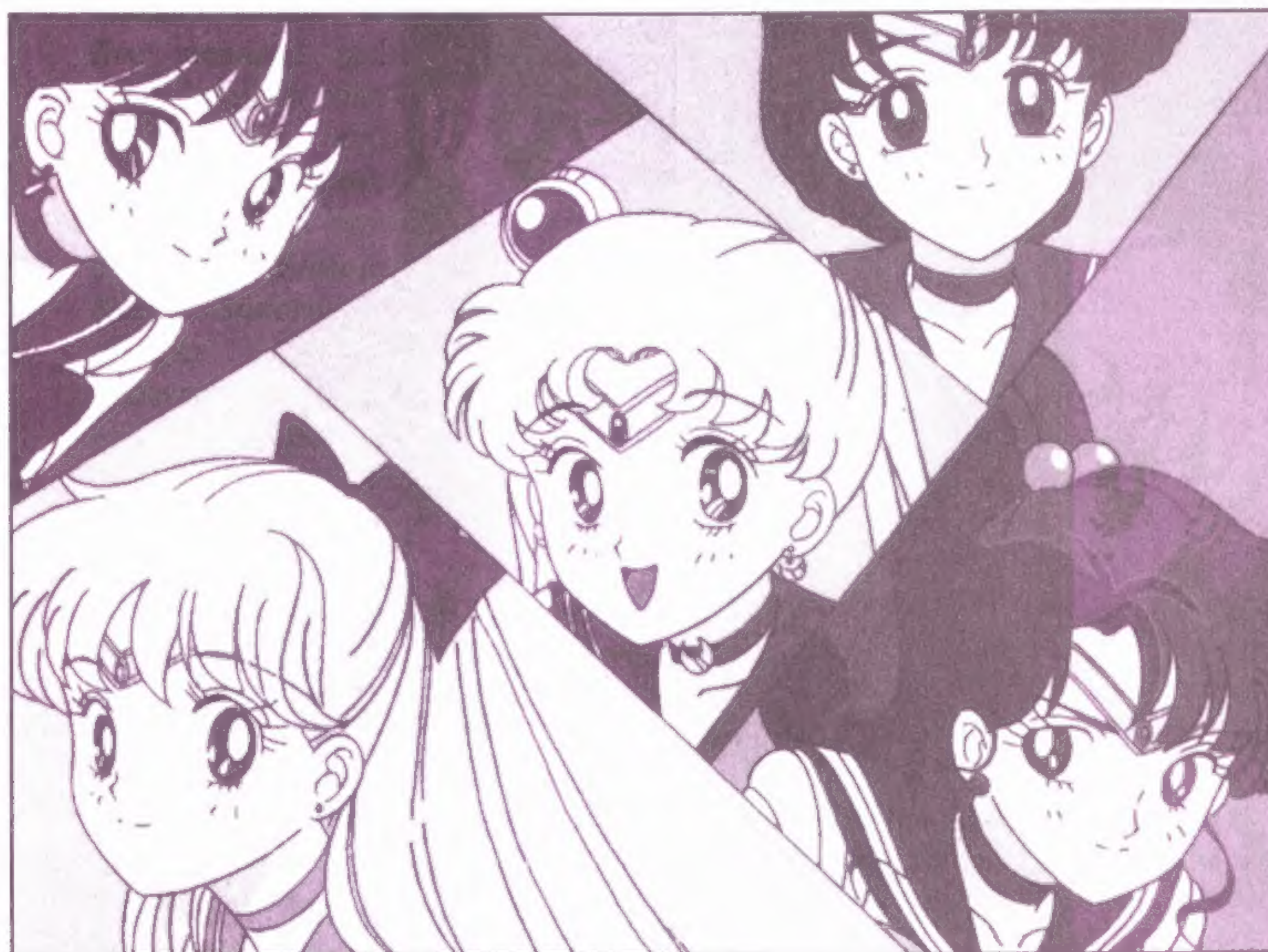
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industries were showing signs of drastic slowing as the audience changed and people began looking for a new “fad”. A whole new generation of girls was introduced to the continuation/remake of *Maho No Princess Minky Momo* in 1991. Megumi Hayashibara, one of the most popular *seiyuu* (voice actress or actor) of the 80’s and 90’s, was cast in the leading role.

Also in 1991, Naoko Takeuchi debuted a new *manga* (comic book) story called *Codename wa Sailor V*. This story featured a sailor-suited, super heroine, teenage girl who tracked down and punished criminals. The following year, in February of 1992, Naoko began an expanded version of this story in *Nakayoshi*, a monthly *shojo manga* collection for young girls. This new story

featured a team of five teenaged girl super heroines who fought the evil invaders of the Dark Kingdom, and was called *Bishojo Senshi Sailormoon* (“Pretty Soldier Sailormoon”). Only one month later, the animated version of the story aired on national television — the rest, as they say, is history. The *Sailormoon* series combined the magical girl elements that had always been so popular among young girls with the



sentai (team fighter) elements that have always been popular throughout Japan, especially with young boys. As the dual stories continued, more and more young boys and older fans of both genders began watching the weekly exploits of the Champions of Justice. Viewers chose their favourite characters, and watched them grow as they struggled not only with the responsibilities of being defenders of Love and Justice on Earth, but also with boy troubles, school work, parents, their own friendships, and many other common problems that adolescent girls experience worldwide. Naoko had discovered a very simple way to vastly expand the market for young *shojo* stories — incorporate elements that were popular with female and male audiences, and a wide variety of age groups.

Bishojo Senshi Sailormoon ran for a total of five years, with two hundred television episodes, three theatrical movies, and several live-action musical plays. Additionally, it inspired various strategy and fighting-style video games, as well as an

endless plethora of licensed merchandise. *Bishojo Senshi Sailormoon* demonstrated that television could be a very successful venue for promoting not only a story, but also the toys and related products. The show proved beyond a doubt that the risk of making an expensive television anime could indeed be highly lucrative. This fact, coupled with the expanding popularity of anime overseas (especially in America) encouraged studios to gamble on higher quality productions.

By 1994, studios were beginning to air series that were originally slated to be produced as OAVs. Examples of such high quality television series include *Magic Knight Rayearth*, *Blue Seed*, *DNA²*, *Zenki*, *Ai Tenshi Densetsu Wedding Peach*, and others.

Bishojo Senshi Sailormoon also helped gain acceptance of stories featuring young girls in strong roles. This is not to say that the young girls in the stories have become any less feminine — as a general rule, they have not. However, the girls do show a greater level of independence and headstrong behaviour than many of the earlier characters. Strong young girls can be seen in *Magic Knight Rayearth*,

Kaitou Saint Tail, *Ai Tenshi Densetsu Wedding Peach*, *Nurse Angel Lilika SOS*, and others. These stories are some of the most emotional and dramatic stories seen in any genre.

It is very likely that many boys who experienced *shojo* storytelling prior to *Bishojo Senshi Sailormoon* had already learned that this genre featured something that appeals to everyone — namely, that these stories focus on people and relationships. Rather than conflict or action driving the story, it is the characters and their relationships with each other that advance the plot. Again, this is especially true for magical girl series, because these stories deal with the various upheavals that everyone experiences with the onset of adolescence. Adolescence is possibly the most turbulent period in anyone’s life, and thus many people identify strongly with one or more characters in these *shojo* stories.

Since the *shojo* stories focus on characters and relationships, they tend to portray the characters as very real



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people, with human strengths, weaknesses, virtues, and flaws. Even though the stories are nominally written for females, the strong portrayal of the male characters makes them appealing to boys and men as well. In many ways the broad appeal of *shojo* stories can be likened to Shakespeare's *Romeo and Juliet*, which is widely considered to be the greatest love story ever told and is favoured among diverse audiences. There is a great deal of nostalgia and idealism portrayed in the young *shojo* stories — the idealism, innocence, and naivete of youth that we lose as we grow into adulthood. The young *shojo* genre allows adults to experience the fleeting beauty of innocent youth once again, and encourages us to believe in and strive for our dreams.

One of the most significant strengths of *shojo* storytelling can unfortunately prove to be one of its greatest liabilities for North American audiences. Many stories involve a great deal of symbolism and thus if the audience misses the symbolic references, or misunderstands them, they may also miss or misunderstand the story as well. Common symbolic references include: the various meanings of flowers, plants and animals, seasonal symbolism, meanings of personal names, flights of white doves, clouds, angelic symbolism, Biblical symbolism, and even different clothes. All of these symbols add incredible depth and meaning to the stories, but their contexts are not explicitly stated to the audience. *Bishojo Senshi Sailormoon* is a typical example of symbolic storytelling — there are many hidden meanings within the story, depicting the true nature of the characters and their relationship to each other. Symbolism is common in the North American culture as well, and thus the hidden references in young *shojo* stories may not seem all that “foreign” if the audience knows where to look.

The changes with which magical girls are confronted during their “coming of age”, both physically and emotionally, will account for some of the greatest adjustment in their lives. Consequently, the *shojo* stories tend to develop the plot rather slowly compared to the *shonen* (young boy) stories. After all, growing up does not take place overnight — it might take several episodes, or even volumes, before the audience begins to see the true “heart” of the story. By the end of the story, the young girl is a different person. She will doubtless retain the fundamental

charm that always defined her personality, but she has grown wiser as well.

The primary element that defines a magical girl is the fact that she has abilities that others around her do not. This is a very important distinction; without it, most girls in anime and *manga* would be magical girls! These abilities can come from two different sources: either she has been granted these abilities by some outside or “higher” power, or the abilities are hers by birthright. If the abilities are her birthright, she will either always have them, or she will discover them as she reaches adolescence and “comes of age”. If she has been granted the abilities by an outside power, it has happened at that particular moment in the story because she was deemed to be ready for the challenge. Giving her the powers sooner would have been premature, and she would not have been capable of handling the responsibilities

they represent. Giving them to her later is unfeasible — once the innocence and purity of youth is lost, it can never be regained. Such magical girl stories are highly idealistic, but they also display a level of realism. They strive to show young girls that their ideals are attainable, but that there will very likely be a cost...perhaps even a very high cost. Since *Minky Momo* first aired in 1982, it has become fairly common for the magical girl to die at some point in the story. She is normally brought back to life, but her rebirth is consistent with the other fundamental elements of the story.

The physical changes a young teenage girl goes through at this time in her life carries important symbolic meanings in the magical girl stories. The girl will usually be 10 to 14 years of age, and thus is very likely going through puberty. Though it may not be explicitly stated, the awakening of a young girl's sexuality is a common symbolic element in magical girl stories. She is now capable of bearing life, and it is this capacity, coupled with the various other elements that define her as a person, that make her a “magical girl”. The magical girl's transformation sequence is symbolic of this change from childhood to womanhood.

Of course, one of the most cherished fantasies children have is to be older. Parents reinforce this tendency when they say to their children, “You'll understand when you're older” or “Not now. Wait until you grow up.” When the magical girl





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transforms, she will normally become a slightly older version of herself (after all, she doesn't want to be an adult quite yet). This instantaneous aging can cause some problems, however. For example, if the girl's secret identity is discovered, or becomes famous, how can she live the lives of two people at once? This problem occurs during *Creamy Mami*, and it has a very adverse effect on the main character's school work. Her grades and health really start to suffer as she tries to be two people at once — the tomboyish schoolgirl she really is, and the Magical Angel Idol that everyone loves.

In addition to such obvious complications, there is another one that is even more serious, and quite unexpected. Young girls often have a crush on an older boy. "Crushes" might be a quaint term, but they can be very serious. The magical girl is normally very thrilled at her transformation — that is, until the boy she loves falls in love with her secret identity instead of her. This often creates an impossible competition between the girl's two identities for the boy's affections. It is also a very biting commentary on our human tendency to never look beneath the surface. How many times do people find out that the person they thought was so wonderful is really not a very "nice" person, or that the person they thought was very annoying really has a pure heart? No other genre of anime storytelling shows people that there is no "Mr. Right" more often than the magical girls genre.

The young *shojo* stories are a celebration of life and love, especially the magical girl tales. A magical girl will always be pure, sweet, and innocent — aside from her purity, she is usually a normal girl. She is an extension of all the positive energy in the universe, a girl who represents the physical embodiment of all life and love. She is also a "channel" for this energy and thus will normally have some type of "accessories" to help her channel this energy (compacts, wands, crystals, etc.). These items are rarely the actual source of energy, however. She thinks with her heart, because her heart is true; her mind might be deceived, but never her heart. It is this "purity of spirit" that allows her to act as a channel for the powers of life and love.

Since a magical girl thinks with her heart and not her head, she is prone to make decisions that are not very practical, or that

are the product of her idealistic emotions. For this reason more than any other, she is often accompanied by a magical pet or mascot. The first series to really feature magical pets as true companions to the young girl was *Minky Momo* in 1982, but they have now become a standard element for magical girl stories. The mascot not only acts as her companion, but also as her confidant, friend and conscience. This last point is very important, because the magical pet is almost always male. Although Sailor Moon's cat guardian, Luna, is female, the original magical pet from Naoko Takeuchi's *Codename wa Sailor V* is the male cat, Artemis. The magical girl might make choices that are morally correct, but very impractical or unrealistic. Her mascot acts as her conscience to tell her when she is doing something that she should not, or to offer alternatives to her chosen course of action. This often results in arguments, with the



young girl defending her position with phrases such as, "I know I shouldn't do this, but I can't help myself, and I'm gonna do it, anyway!" The girl does eventually learn to take advice, though, and to temper her emotional judgments. By the same token, the magical pet often learns that the girl's emotional actions are the correct path to follow, despite the difficulties. These types of interactions may parallel married life, or interactions between close friends. Communication and understanding are the keys to any successful relationship and the magical girl stories teach this lesson very well.

In some stories, the magical girl is granted her abilities for a limited time. She must follow a number of rules concerning their use or face the harsh consequences. In *Creamy Mami*, for example, Yuu is granted her magic for one year. If anyone discovers her secret, she will remain as Creamy Mami for the rest of her life. In *Hime-chan No Ribbon*, Hime-chan is asked to use a magical ribbon for one year by Princess Erika of the Magic World, which will prove that the ribbon that Erika created is a useful magical item, and that she is capable of being a wise ruler. The ribbon allows Hime-chan to transform into anyone else for a short period of time. If she exceeds the time limit, however, she will remain transformed forever.

Even more dramatic are the stories in which the magical girl actively seeks to remain a "normal" girl, without any magical



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abilities. In some stories, the girl heroine of the series may actually be allowed to remain a normal girl by choice. For example, in *Bishojo Senshi Sailormoon*, Usagi's (Serena's) dying wish is to just be a normal girl; the wish is granted to her by the *ginzuishou* (the Imperium Silver Crystal). In *Wedding Peach*, Momoko and the others ask the Goddess Aphrodite to erase their memories and the memories of the boys they love, so that they can live normal lives together. Of course, these desires represent one of the main points of these stories too. There is nothing wrong with being "average" or "normal", and it is much better to be yourself, and to be true to your heart than to try to be something extraordinary. The magical girl stories reinforce the idea that if you are true to yourself, you already are something extraordinary ...even if you do not yet realize it.

Sailor Moon's translation into English in North America is a truly landmark event. Many other countries have already discovered the beauty and wonder of the magical girls and now, for the first time, Canada and the United States have been able to partake in the magic, too. Will we ever be the same again?

Bishojo Senshi Sailormoon

A thousand years ago, our moon was home to a great civilization ruled by Queen Serenity. Everything was peaceful until the arrival of the evil Queen Beryl. To conquer the moon, Queen Beryl unleashed the awesome power of the Negaverse. Although her world was destroyed, Queen Serenity's last hope was the power of the Imperium Silver Crystal and the Crescent Moon Wand. Frozen in moon beam crystals, the Queen sent the Princess and the children of the moon to the future on Earth. Their memories lost to them all, the Queen's cat advisors, Luna and Artemis, must find the Princess so she will at last be safe. And so, our story begins...

Narrator, Episode #1, "A Moon Star is Born"

Bishojo Senshi Sailormoon ("Pretty Soldier Sailormoon") is undoubtedly the most popular magical girl anime series ever produced. The animated television series (by Toei Animation Co.) is based on the *shojo manga* of the same name from acclaimed Japanese artist and storyteller Naoko Takeuchi (published by Kodansha, Ltd. in the monthly manga *Nakayoshi*). Since its television debut on March 7, 1992 (Saturdays 7 PM on TV Asahi), *Bishojo Senshi Sailormoon* has reached millions of anime fans in Japan, North America, and countries around the globe including Taiwan, China, Vietnam, Thailand, Spain, Malaysia, the Philippines, Singapore, France, Germany, the Netherlands, Spain, Italy, Portugal, Russia, Brazil, Australia and New Zealand. In North America, the series was translated into

English as *Sailor Moon* by DIC Productions L.P. with minor changes to the characters, themes, and overall story, and major changes to the dialogue. Though the show was originally created as a series for young girls, *Sailor Moon* has achieved astounding levels of popularity among both male and female viewers of all ages.

Sailor Moon follows the exploits of five young school girls who magically transform into the powerful Sailor Scouts, protecting Tokyo and all of mankind from the nasty aliens and evil beings of the Negaverse. Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus are assisted in their battles by two faithful cat guardians, Luna and Artemis, and the mysterious Tuxedo Mask. *Sailor Moon* is currently syndicated in both local and national markets in Canada, and on the Cartoon Network in the United States.

The origins of *Bishojo Senshi Sailormoon* can be traced back to Naoko Takeuchi's first "heroine of justice" story, *Codename wa Sailor V* (see page 186 of *Chapter 7: References and Resources* for more information). Toei Animation, Co. originally expressed interest in turning the *Sailor V manga* into an anime series, but it was later decided that it would be preferable to create a new series for animation with a continuing and broader story line (*Codename wa Sailor V* was only intended to be a one-time story). Naoko had long been a fan of *sentai* shows that feature a team of hero warriors, and thus decided to build on the concepts in *Sailor V* to create the Sailor Soldiers of *Bishojo Senshi Sailormoon*. The *manga* series, which won Naoko the coveted 17th Kodansha Manga award, began publication in February 1992 — just one month before its television debut. The support shown for the anime and *manga* series by both Kodansha and Toei Animation in this co-production "media mix" quickly elevated the popularity of *Bishojo Senshi Sailormoon* to phenomenal levels. Sales of all items related to the series including the *manga*, toys, school supplies, soundtracks and other merchandise, increased tremendously as the series progressed. *Sailormoon*-mania had infected the entire country!

Bishojo Senshi Sailormoon enjoyed five successful seasons on television:

- 1992 *Sailormoon* (Episodes #1 - #46)
Features Queen Beryl and the Negaverse (Dark Kingdom)
- 1993 *Sailormoon R* Part I (R=Return, Episodes #47 - #59)
Features Alan and Ann from the Doom Tree Series.
Sailormoon R Part II (R=Romance, Episodes #60 - #89)
Features the enemies from the Black Moon, Nemesis.
- 1994 *Sailormoon S* (S=Super, Episodes #90 - #127)
Features Professor Tomoe and the Witches 5/Death Busters.
- 1995 *Sailormoon SuperS* (Super Super, Episodes #128 - #166)
Features the Amazon Trio, Neherenia and the Dead Moon.
- 1996 *Sailor Stars* (Episodes #167 - #200)
Features Queen Galaxia and the Sailor Animates.



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Additionally, three unconnected theatrical movies were produced:

1994 *Sailormoon R The Movie*

Features Fiore and the Kisenian Flower.

1995 *Sailormoon S The Movie*

Features Princess Snow Kaguga and the Snow Dancers.

1996 *Sailormoon SuperS The Movie*

Features Badiyernu and the Black Dream Hole.

Sailor Moon Series Background

One thousand years ago, the universe was in a state of total peace. This period of time, called the Silver Millennium, was a happy and prosperous time for humankind. The universe was ruled by Queen Serenity who lived in a great palace located at the heart of the Moon Kingdom.

Unfortunately, this peace was not to endure forever. The Negaverse — a place of hatred, deceit, cruelty, torment, and evil — was the direct opposite of the universe of the Moon Kingdom. At the core of the Negaverse an entity known as “The Negaforce” grew stronger and more powerful each day. The Negaverse itself was ruled by an evil and vicious being named Queen Beryl. With the help of the Negaforce, and the vast armies of the Negaverse, the Queen planned to conquer the entire universe...starting with Earth and the Moon Kingdom.

During a lunar eclipse, Queen Beryl led her minions to the Moon Kingdom and began a ferocious assault on Queen Serenity’s realm. It seemed the battle would end almost as quickly as it had started. The warriors of the Moon Kingdom were no match for the battle-ready and relentless forces of the Negaverse. Even against overwhelming odds, the Moon Kingdom still refused to surrender. Four young powerful girls, the princesses of their respective planets, joined together in an attempt to defend against the tremendous Negaforce. However, even their attempt proved futile and in the end there were many casualties. Two of these deaths included the Earth Prince, Prince Darien, who fought bravely against the Negaverse warriors, and Queen Serenity’s only daughter, Princess Serena.

After the decisive battle, the Negaverse claimed victory. Queen Serenity knew that she could not let the Negaverse control the universe or all would fall into eternal darkness. She drew upon her remaining strength and, using the power of the Imperium Silver Crystal, purged the universe of its invaders. Queen Beryl, the Negaforce, and the great legions of darkness were all sent back to the Negaverse. Queen Serenity also brought her daughter back to life and sent her, along with her court of princesses and the Earth Prince, one thousand years into the future to present-day Earth, where they would be reborn as humans. Queen Serenity gave her life in doing so, allowing her daughter, her people, and her universe to live in peace once again. She knew her precious daughter must live on because she was destined to be the next Queen of the Universe.





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Season One Summary (Episodes #1 - #40)

Enter Serena Tsukino. Serena is a clumsy and awkward thirteen-year-old girl who lives in the *Azabu Juuban* district of Tokyo, Japan. She attends Crossroads Junior High School during the day but hates doing homework, preferring to eat, hang out in the arcade, listen to music and read *manga* in her spare time. With her loving family and friends by her side, she is just like any normal teenage girl. At least that is what Serena thought until the day came that would change her life forever.

On her way to school one morning, Serena meets a black cat that (much to her surprise) actually talks! The cat's name is Luna, and she is a messenger from the moon. Luna is one of the survivors from the attack on the Moon Kingdom and is on a mission of great importance. She is to guide a group of female warriors called the Sailor Scouts to find the lost Princess of the Moon. Serena has a difficult time accepting this, but after saying those magical transformation words, "Moon Prism Power", she realizes that this cat must be telling the truth. Serena discovers that she is the Sailor Scout of the Moon, and sets out with Luna to find the other Sailor Scouts...and the Moon Princess.



Unfortunately for Serena, Queen Beryl and the other ancient enemies from the Negaverse have regained enough strength after their previous defeat to once again begin their conquest of the universe. The Dark Queen sends out her first warrior, Jedite, to gather energy from humans to increase the power of the Negaforce. Luna pushes Sailor Moon to confront Jedite and his *yoma* (dark monsters), but Serena is very frightened and just wants to be a normal teenager. During her first battle, as Sailor Moon is about to be destroyed by one of

Jedite's minions, a mysterious stranger named Tuxedo Mask comes to her rescue: "Sailor Moon, look into your heart and find the Warrior within you. It is your destiny!...Do not be afraid. I will fight with you." Sailor Moon takes advantage of the interruption, and destroys the evil *yoma*.

With the help of Tuxedo Mask, Sailor Moon continues to foil Jedite's plans again and again, eliminating his *yoma* with her deadly Moon Tiara. Sailor Moon and Luna also find two other Sailor Scouts — Sailor Mercury (an innocent genius named Amy Anderson) and Sailor Mars (an aggressive Shinto fire priestess named Raye Hino) — who together fight for love and justice for all mankind. After several more unsuccessful encounters with the Sailor Scouts, Jedite is condemned to "Eternal Sleep" by the unforgiving Queen Beryl and replaced by the warrior Nephelite. The handsome Nephelite is more capable than Jedite, and uses the power of the stars to guide him in his quest for human energy: "The human race is ruled by the movement of the stars throughout the heavens. And each person lives according to a unique and special rhythm that is theirs alone. Everyone has a moment in their lives when their energy level rises to its very highest point." Posing as the rich businessman Maxfield Stanton, Nephelite gains the trust and love of Serena's close friend, Molly Baker. When Serena discovers Maxfield's true identity, she worries for Molly's safety and encourages her love-stricken friend to keep away from him. Serena's words fall on deaf ears, however, as Molly's feelings for Maxfield only grow deeper and deeper. Much to his surprise, Nephelite finds himself growing fond of Molly as well and is touched by the goodness within her.

By this time, the Scouts have ruined Nephelite's energy-collecting efforts many times and defeated his best dark servants. Queen Beryl realizes the need for a powerful weapon to use against the Scouts, and commands Nephelite to find the ancient Imperium Silver Crystal that was once owned by Queen Serenity. Nephelite's Negaverse rival, Zoicyte, is extremely unhappy that she was not given this opportunity to serve the Negaverse and sets out to ensure that Nephelite fails in his task. Zoicyte sends forth *yoma* to kidnap Molly, and commands them to mortally wound Nephelite when he arrives to rescue the young girl. In the moments before his death, Nephelite makes peace with the Sailor Scouts and finds redemption in his love for Molly.

With Nephelite out of the way, Zoicyte becomes the primary instrument of destruction for the Negaverse. Queen Beryl sends her on a mission to find the seven Rainbow Crystals that have been reborn in the hearts of humans. During the great battle with the Moon Kingdom, Queen Serenity trapped the Seven Shadows, the Negaverse's greatest warriors, inside the Imperium Silver Crystal. Shortly after the defeat of the Moon Kingdom, the powerful Crystal shattered into the seven Rainbow Crystals. Once free from their captivity, the Seven Shadows would be an unstoppable force and would lead the Negaverse to victory over the universe. Zoicyte soon discovers that she has competition for the Crystals, however, when Tuxedo Mask shows up to claim



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possession as well. But while Zoycite's intentions are evil, Tuxedo Mask is collecting the Crystals in an effort to help free the Moon Princess who has been visiting him in his dreams. The Crystals are eventually extracted from the seven carriers with Zoycite possessing five Crystals and Tuxedo Mask possessing two. Fortunately, the battles over the Crystals lead Sailor Moon, Sailor Mercury and Sailor Mars to the two remaining Sailor Scouts — Sailor Jupiter (a strikingly tall scrapper named Lita) and Sailor Venus (a beautiful actress named Mina).

Queen Beryl eventually discovers that Tuxedo Mask is actually a young man named Darien Shields (a friend of Serena and Raye) and orders Zoycite and her powerful Negaverse lover, Malachite, to kidnap him after retrieving the two remaining Rainbow Crystals. The Queen's purpose is unclear to Zoycite, but nevertheless she follows the orders by challenging Darien to a duel for all the Crystals. Darien accepts the challenge, but is unknowingly followed by a concerned Serena on his way to the duelling site, at Tokyo Tower. Before the battle, Darien foolishly trusts Zoycite and loses his two Crystals to Malachite. In order to defeat the powerful Zoycite, Serena and Darien must reveal their secret identities to each other by transforming into Sailor Moon and Tuxedo Mask. Just before the other four Sailor Scouts arrive to assist in the battle, Darien is gravely wounded by Zoycite's treachery. As Sailor Moon holds the injured Tuxedo Mask in grief, a magical teardrop calls back the seven Rainbow Crystals from the Negaverse. The Crystals meld together to form the powerful Imperium Silver Crystal, revealing Sailor Moon to be the lost Moon Princess for whom the Scouts have been searching.



The Moon Princess defeats Zoycite with the new power of the Imperium Silver Crystal, but a vengeful Malachite returns to rescue his beloved and kidnap Tuxedo Mask, now revealed to be Prince Darien of Earth. When Malachite returns to the Negaverse, Queen Beryl destroys Zoycite for failing in her mission and begins a mind-altering process to turn Prince Darien into a Negaverse warrior. Meanwhile, Luna and Artemis regain some of their memories now that the Moon Princess has been found, and tell the five Scouts of their past lives in the Moon Kingdom during the Silver Millennium.

Eventually Queen Beryl succeeds in brainwashing Prince Darien and orders him to assist Malachite in stealing the Imperium Silver Crystal from Sailor Moon. Many battles are fought between the Scouts and the Negaverse warriors, but Sailor Moon never loses her Crystal. After one difficult battle with Prince Darien, Sailor Moon uses her healing powers to restore his memories...only to lose him once again when he is recaptured immediately by Queen Beryl. After a time, the Negaverse gains sufficient power and opens a gate to the Earth at its northern pole.

During a battle against Malachite at the entrance to Beryl's fortress, the Scouts are suddenly transported to the remains of the Moon Kingdom where they are greeted by the spirit of Serena's true mother, Queen Serenity. To prepare the Scouts for the battle that lies ahead, the good Queen reveals to them the events that led to the destruction of the Moon Kingdom during the Silver Millennium. The new information builds on what had been revealed earlier by Luna and Artemis. After the Scouts learn the truth at last, Queen Serenity bids farewell to her daughter and returns them to Earth. Malachite engages them once again in battle upon their return, but is killed when Sailor Moon turns one of his ferocious attacks back upon himself.

The five Sailor Scouts then turn their attention to Queen Beryl, using their Sailor Teleport Power to transport themselves to the frozen lands of the arctic. As they journey to the evil fortress, Beryl's sinister Doom and Gloom Girls systematically eliminate Sailor Moon's four companions...leaving Sailor Moon to face the evil Queen alone. Sailor Moon confronts Queen Beryl at last, only to discover that Prince Darien has once again been turned to the side of evil. This time, however, Sailor Moon restores Darien's memories with only the love she carries for him in her heart. Queen Beryl senses her impending defeat and begs the Negaforce for the power to destroy Sailor Moon. The Negaforce listens, and melds with Beryl to create a truly fearsome opponent of pure evil. Sailor Moon rises to the challenge as the Moon Princess, and with help from the spirits of her fallen Scout friends, blasts Queen Beryl and the Negaforce into oblivion once and for all.

With the Negaverse defeated and the universe safe, Amy, Raye, Lita, and Mina are brought back to life without any memory of the secret lives they had led as Sailor Scouts. Even Serena and Darien forget their past lives, leaving Luna and Artemis as the Guardians of Earth.



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Season Two, Part I Summary (Episodes #41 - #53)

The thirteen-episode “Doom Tree” series (Makaiju-hen) was not based on the Bishojo Senshi Sailormoon manga from Naoko Takeuchi. She had only prepared the manga story for the first season of the series, since nobody anticipated that the animated show would be such a phenomenal success. Toei Animation’s call for a second season caused a problem because the manga and anime were produced concurrently and Naoko did not have sufficient time to submit a second story to the animators. Consequently, Toei animated an original story about two Negaverse aliens, Alan and Ann, to give Naoko time to outline the continuation of the series, which is known to anime fans as Bishojo Senshi Sailormoon Romance (Season Two, Part II).

One evening a great object falls from the sky and crashes to Earth in the heart of Tokyo. It turns out to be a type of space ship, carrying two alien beings, named Alan and Ann, from a distant planet. The alien lovers are the last of their kind and have come to Earth to gather the human energies needed to sustain and rejuvenate their life-giving Doom Tree, the *Makaiju*. Alan and Ann disguise themselves as brother and sister (Alan and Ann Granger) and enroll at Crossroads Junior High School to become familiar with the nearby sources of energy. Very shortly after their infiltration into “normal” society, Alan finds himself infatuated with Serena as does Ann with Darien. This causes much jealousy between the two lovers, as they strive to eliminate the subjects of each others’ affection.

Luna and Artemis have little choice but to return the memories to the Sailor Scouts when Alan and Ann begin to steal energy from humans who are unable to defend themselves. Tuxedo Mask does not make a single appearance (Darien’s memories have not yet returned), but a new mysterious warrior, the Moonlight Knight, appears to help the Scouts battle Alan and Ann’s servants, known as cardians. During critical moments in battle with the cardians, each Scout also finds energy within themselves to “power-up” their attacks into more devastating weapons.

Alan and Ann soon discover that their Doom Tree continues to die even with the new sources of human energy. During the final battle, Alan and Ann square off at the roots of the Doom Tree against Sailor Moon and the bewildered Darien (still unaware of his past and his Tuxedo Mask identity). It is at this time that the magical Doom Tree awakens and nearly destroys Alan and Ann in its fury, stopping only upon Sailor Moon’s command. The tree explains how it was the Tree of Life a long time ago before Alan and Ann’s people, the children of the tree, were poisoned with a terribly evil power. The tree is dying because it feeds and grows on positive energies such as love and hope, and not the negative energies of fear and hatred collected



by its confused children. The tree’s explanation helps Alan and Ann to finally understand the concept of love, trust, commitment, and respect, and the aliens vow to rebuild their lives on those principles. It is also revealed that the Moonlight Knight is the disembodied spirit of Prince Darien, destined to guard and protect the Moon Princess until Darien regains his memories. With the immediate threat resolved, the Moonlight Knight melds with Darien, fully restoring his memories.

Before Alan and Ann leave Earth forever, Sailor Moon removes all the Negative energy from the Doom Tree so that it may once again grow into the wondrous Tree of Life.

Season Two, Part II Summary (Episodes #54 - #82)

One day Serena and Darien are enjoying a date on the lake when a young girl with pink hair falls from the sky and lands on Serena’s head. The child shares a striking resemblance with Serena, just as her floating cat ball does with Luna. The child demands the Imperium Silver Crystal from Serena, vowing to take it from her after Serena refuses to comply. Then as mysteriously as she appeared, the child floats up into the sky and vanishes from sight. Darien notes the resemblance between Serena and the pink-haired girl, and suggests to his beloved that the child may be an unknown relative brought forth through time from the Silver Millennium. When Serena returns home she discovers that her room has been ransacked by the same little girl, who Serena’s family declares is her cousin, Rini. Serena is positive that she does not have a “cousin Rini”, but her parents refuse to listen and order Serena to treat Rini with respect.

Meanwhile a crystal spaceship arrives at Earth from the future carrying five evil beings from the Dark Moon (also known as the Negamoon or Nemesis) — Catzi, Bertie, Avery and



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Prizma (the Four Sisters) and their male leader, Rubeus. The twisted villains have come to the present to capture Rini (known to them as "Small Lady") and find the Imperium Silver Crystal. Additionally, they will try to weaken the defenses of 30th century Crystal Tokyo by capturing the influential Crystal Points in the 20th century and filling them with negative energy. Assisting the Four Sisters in their mission are powerful beings known as droids: shapeshifting warriors that can fill innocent people with dark energy. A strange, prophetic apparition known as Wiseman also appears to council Rubeus about the best ways to complete his mission.

Although the Sailor Scouts remain suspicious about Rini's origins, they all fight to protect the frightened child when the Four Sisters try to capture her again and again. Tuxedo Mask returns regularly to assist the Scouts, even though Darien has ended his relationship with Serena for an undisclosed reason. To increase the abilities of the Scouts, Luna and Artemis provide them with new communicator watches and new power sticks. The new items "power-up" each Scout, giving them access to new transformations and heightened attacks.

One afternoon, Rini is feeling scared and alone in the present without her parents, and tries to return home using her Crystal Time Key. The attempt fails, however, because Rini has not yet completed her mission. It is soon revealed that Rini is also from the 30th century Crystal Tokyo, and that she needs the Imperium Silver Crystal to help her mother, the Queen, and the Sailor Scouts of the future.

Rubeus grows angry with the bickering Four Sisters after they repeatedly return to him without Rini or the Crystal. His wrath and contempt causes the sisters to doubt their position within the Dark Moon family. When Sailor Mars extends her hand in friendship and trust to Catzi, she accepts gracefully and is thankful when Sailor Moon uses her Moon Sceptre to eliminate the last traces of dark energy from her soul. Soon after, Bertie, Avery and Prizma are also abandoned by Rubeus and with the help of Sailor Moon's cleansing powers, join with Catzi to live their lives as normal citizens of Tokyo. Rubeus enlists the assistance of another ally

from the Dark Moon family, Emerald, to capture Rini and the Imperium Silver Crystal. Rini makes an easy target for Emerald after the child steals the Crystal from Serena (who Rini now realizes is Sailor Moon) and runs away by herself. Rini once again tries unsuccessfully to activate the Crystal Time Key to return home, but the energy release reveals her location to her pursuers. The Sailor Scouts arrive just in time at the scene to save Rini, but during the battle Rubeus manages to capture Sailor Mercury, Sailor Mars, Sailor Jupiter and Sailor Venus. Rubeus demands that Sailor Moon give him Rini and the Imperium Silver Crystal or she will never see her Sailor friends alive again.

Sailor Moon knows that she cannot turn Rini over to her enemies, and decides to face him alone. Rini follows Sailor Moon, however, and they both are transported by Rubeus onto his spaceship for a battle. Rini manages to destroy Rubeus's Black Crystal power source, allowing Sailor Moon to defeat him with her Moon Sceptre. Before the spaceship self destructs, Sailor Moon and the other Scouts use their Scout Teleport power to teleport themselves and Rini safely to Earth.

With Rubeus gone, Emerald takes control of the mission to kidnap Rini and steal the Imperium Silver Crystal. She frequently returns to the future Crystal Tokyo to consult with her ally Sapphire, her commander Prince Diamond, and the

Wiseman. When the villains send a dark minion known as The Grim Man to invade Rini's dreams to capture her, the Luna ball transforms into a holographic image of Rini's confidante in the present, Sailor Pluto. Sailor Pluto opens the Door of Time and Space to send the Scouts into the dream world to protect Rini. The Scouts are successful and Sailor Pluto returns them all to the Earth realm safely to continue their battles with the Negamoon family. Just days later, Serena

has a strange dream concerning her own destruction while at the side of Prince Darien. She confronts Darien about the dream and he reveals that he has had the very same vision night after night.





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Darien believes that the dream is a prophecy, and has thus avoided contact with his beloved Serena to keep her from harms way. At last, Serena learns the reason for their break-up and although she doesn't agree with Darien's decision, she appreciates his concern for her safety.

Sapphire suggests to Emerald that the Negamoon family can win their battle of conquest for Crystal Tokyo by polluting the 20th century Crystal Points with negative energy from the corresponding Dark Points. He provides Emerald with Dark Crystal Wedges to locate and feed the Dark Points on Earth. Within each wedge is a droid that can be brought forth to spread the dark energy and protect the Crystal Wedges from the Sailor Scouts. After repeated failures to secure the Dark Points (courtesy of the Sailor Scouts), Emerald is called back to the future by Prince Diamond to execute a new plan that was suggested by the Wiseman. The new goal — convert Rini to their side by filling her with negative energy, making her a powerful ally.

When Rini asks the Scouts and Tuxedo Mask to return to the future with her to save her mommy, they agree and quickly prepare to leave. Rini uses her Crystal Time Key to take everyone to meet the Guardian of Time, Sailor Pluto. The compassionate Sailor Scout is proud that Rini has finally learned how to travel through time and uses her own Crystal Time Key to open the Gate of Time for the worthy travellers. The journey through time is dangerous, however, and the Scouts are nearly lost forever in time when Emerald and the Genie of the Time Warp attack them. The Scouts manage to defeat the Genie using their Sailor Planet Power attack and arrive safely at the bleak landscape of 30th century Crystal Tokyo.

The time travellers are greeted by a holographic projection of the King of the Earth. Both Tuxedo Mask and Sailor Moon recognize the King's voice from their nightmares that warned them of Serena's death if the two lovers did not keep distant from each other. The King explains that he had to test the strength of Serena's and Darien's love for each other because they would face great challenges in the times ahead. The King escorts the group to his tactical base to further explain the events that led to the near destruction of Crystal Tokyo. He told them that the Earth had been devastated by an ecological disaster long ago, and that the entire Earth froze over. All living beings were placed in

a state of dormancy for nearly one thousand years until Neo-Queen Serenity used the power of the Imperium Silver Crystal to reawaken the planet in the 30th century. The entire world was prosperous until unknown enemies from beyond the universe attacked the planet. After the beings were defeated and banished into deep space, the world was once again peaceful. Unfortunately, a short time later a rogue moon named Nemesis was discovered just outside the solar system on an erratic orbit. The moon was home to the Negamoon Family, who tried to dominate the Earth by directing a powerful negative energy pulse at the heart of Crystal Tokyo. The attack placed everyone on the Earth into a deep sleep except the King, Rini, and the four Scout Guardians — Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus. Before Neo-Queen Serenity could be attacked directly by the Negamoon family, the Guardian Scouts

surrounded her in a protective quartz casing where she still rests. After he finishes his tale, the King of the Earth informs his visitors that he is actually Darien of the future, that Neo-Queen Serenity is actually Serena of the future, and that Rini is Serena and Darien's future child.

Prince Diamond suddenly appears in the secret base to capture Sailor Moon, a person for whom he has a deep affection. Tuxedo Mask and the Scouts are immobilized by Prince Diamond's power during Sailor Moon's capture, but Tuxedo Mask rushes to rescue his beloved once he is freed. Sailor Moon awakens in Prince Diamond's fortress

in Crystal Tokyo and discovers that her Imperium Silver Crystal is powerless because it is so close to the Dark Crystal (or so she was told). Prince Diamond expresses his affection for Sailor Moon and tells her that he plans to unite the Imperium Silver Crystal and the Dark Crystal. This union would create the most powerful energy source in the universe, and allow him to exert absolute control over Time and Space. Prince Diamond attempts to control Sailor Moon's mind to force her to return his affections, but Tuxedo Mask makes a timely entrance to rescue the Moon Princess. Tuxedo Mask and Sailor Moon return to the Crystal Palace to rejoin their friends.

The King of the Earth explains that Crystal Tokyo's defenses were defeated immediately after the Imperium Silver Crystal mysteriously vanished from its place of power. When Sailor Moon tries unsuccessfully to awaken Neo-Queen Serenity





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using her own Imperium Silver Crystal, Rini becomes terribly upset and runs away. Wiseman takes this opportunity to capture Rini (or Small Lady) and to probe her mind for a weakness. Wiseman learns that Small Lady intended to borrow the Imperium Silver Crystal to pretend she was an adult, but when she picked up the Crystal it simply vanished. Wiseman uses Small Lady's guilt over the situation to convince her that nobody loves or cares about her. Wiseman fills Small Lady with negative energy from the Dark Crystal at the peak of her anger, turning Small Lady into an attractive and powerful adult ally, named Wicked Lady.

Meanwhile, Emerald's jealousy over Prince Diamond's affection for Sailor Moon brings her to Wiseman to ask for more Dark Crystal power. Wiseman provides her with the energy she desires, but it proves too much for Emerald to control and turns her into a great dragon. Emerald attacks the Sailor Scouts in anger but dies in the ensuing battle. Sapphire tries to convince Prince Diamond that Wiseman is responsible for Emerald's death and that the advisor is only working towards his own goals. Prince Diamond cannot be swayed, however, and tells Sapphire of his intentions to travel to the Earth of the past with Wicked Lady to continue the work started earlier.

Sailor Pluto tells the Scouts that Prince Diamond and a drastically altered Small Lady have both returned to the past. Tuxedo Mask and the Scouts also return to the 20th century to discover a massive crystal structure filled with negative energy growing in the heart of Tokyo. They are greeted by Wicked Lady and are very surprised to discover that she is actually the little girl they knew as Rini. Wicked Lady launches a furious assault on the Scouts, but is stopped by Tuxedo Mask's intervention. Sailor Moon uses the Imperium Silver Crystal and her Cosmic Moon Power to purify Rini and return her to normal, but Wiseman interferes and reinforces Wicked Lady's hatred of her family and former friends. Wicked Lady escapes, leaving the Scouts wondering what to do next.

Sapphire overhears Wiseman talking about his true master.

the Doom Phantom, and his intentions to return the entire universe to darkness. Sapphire tries to stop Wiseman by stealing the control chip for the Dark Crystal. Wiseman confronts Sapphire and attacks him just as Sapphire is leaving for the past. Sapphire arrives injured in the 20th century, but is rescued by the Four Sisters, who are now normal humans. After Prizma tends to Sapphire's injuries and talks to him about the power of human emotions, he has second thoughts about destroying such a beautiful planet. With his wounds bandaged, Sapphire seeks out Prince Diamond to tell him about Wiseman's plans. The Scouts

arrive to help Sapphire but can do nothing to save his life when Wiseman appears to eliminate him and retrieve the Dark Crystal control chip. Prince Diamond is devastated by the death of his brother, and carries his lifeless body back to the crystal fortress.

Prince Diamond does not forget Wiseman's blatant insubordination but demands that his ally and advisor continues with his work. Tuxedo Mask finds his own way into the crystal fortress while the Sailor Scouts use their Sailor Teleport Power to gain entrance. Sailor Moon is quickly separated from the others when she falls through a trap door and ends up in a chamber with Prince Diamond. Once again the Prince uses his mind control power in an attempt to force Sailor Moon to say that she loves him. Sailor Moon focuses on the memories of her friends, however, and manages to block Prince Diamond from her mind. Sailor Moon convinces Prince Diamond that his enemy should not be the humans of Earth, but his brother's killer, Wiseman. Wiseman appears in the chamber

and attacks Sailor Moon and Prince Diamond, claiming that the great Doom Phantom will ensure the entire universe is destroyed. Prince Diamond takes a fatal blow meant for Sailor Moon, but still manages to destroy Wiseman and beg for Sailor Moon's forgiveness before he dies. A magical orb brings Wiseman back to life just as Tuxedo Mask and the other Sailor Scouts arrive. Wiseman tells them all that Wicked Lady has found a way to open a Dark Gate which will summon an energy burst so massive it will turn the planet Earth to dust. Wiseman then vanishes as





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Tuxedo Mask and the Scouts race to the heart of the crystal fortress to close the Gate.

When Wicked Lady confronts the Scouts, both Sailor Moon (now in the form of Neo-Queen Serenity) and Tuxedo Mask try once again to convince her that people do care about her and that she belongs in the body of the girl named Rini. Wiseman enters the struggle for Wicked Lady, filling her with additional Dark Crystal energies and using his mind control powers to influence her thoughts. After a long and difficult battle, Wicked Lady eventually remembers the love from her friends and family and transforms back into Rini. Furious over his loss, Wiseman attacks the Scouts and prepares to open the Dark Gate by himself. Neo-Queen Serenity uses her Imperium Silver Crystal to oppose Wiseman and channels additional energy from Tuxedo Mask and the Sailor Scouts. Rini suddenly realizes that the Imperium Silver Crystal she took from the Crystal Palace did not actually vanish but was absorbed into her soul. Rini calls forth the Crystal from her body and by combining its energies with those from Tuxedo Mask, the Scouts, and Sailor Moon's Imperium Silver Crystal, manages to obliterate Wiseman and close the Dark Gate.

With the threat of the Doom Phantom gone, the entire world is safe once again. As the Sailor Scouts look on, Rini returns to 30th century Crystal Tokyo to be reunited with her reawakened mother, Neo-Queen Serenity, the King of the Earth, and the Sailor Guardians of the future.

eyes of that character. The character's outlook on life is separate and distinct from that of the player, though at times they may be similar. RPGs are not table-top board games — the games take place in the imagination of the players, occasionally assisted by visual aids such as pictures, figures, maps and other props. Role-playing can also be likened to improvisational theatre where everyone involved in the game must respond to the actions or decisions of the other players, but must do so from their character's perspective (called playing "in character"). These character-character interactions are often the primary focus of the entire game, capturing the heart of the role-playing experience.

To help answer the question "What are the limitations on my character's abilities and talents?", RPGs employ a rule system to help settle character conflicts and resolve character actions. The system mechanic usually outlines the use of a random generator (dice for random numbers, cards for random events, etc.) to add an unpredictable element to the game. A typical role-playing scenario requires a handful of players and one person to run the game, known as the **Game Master (GM)** or referee. The players tell the GM what their respective characters would like to do throughout the course of the adventure scenario and the GM describes the results of their actions. When the GM works closely with each and every player, the game adventure remains exciting and fun for all.

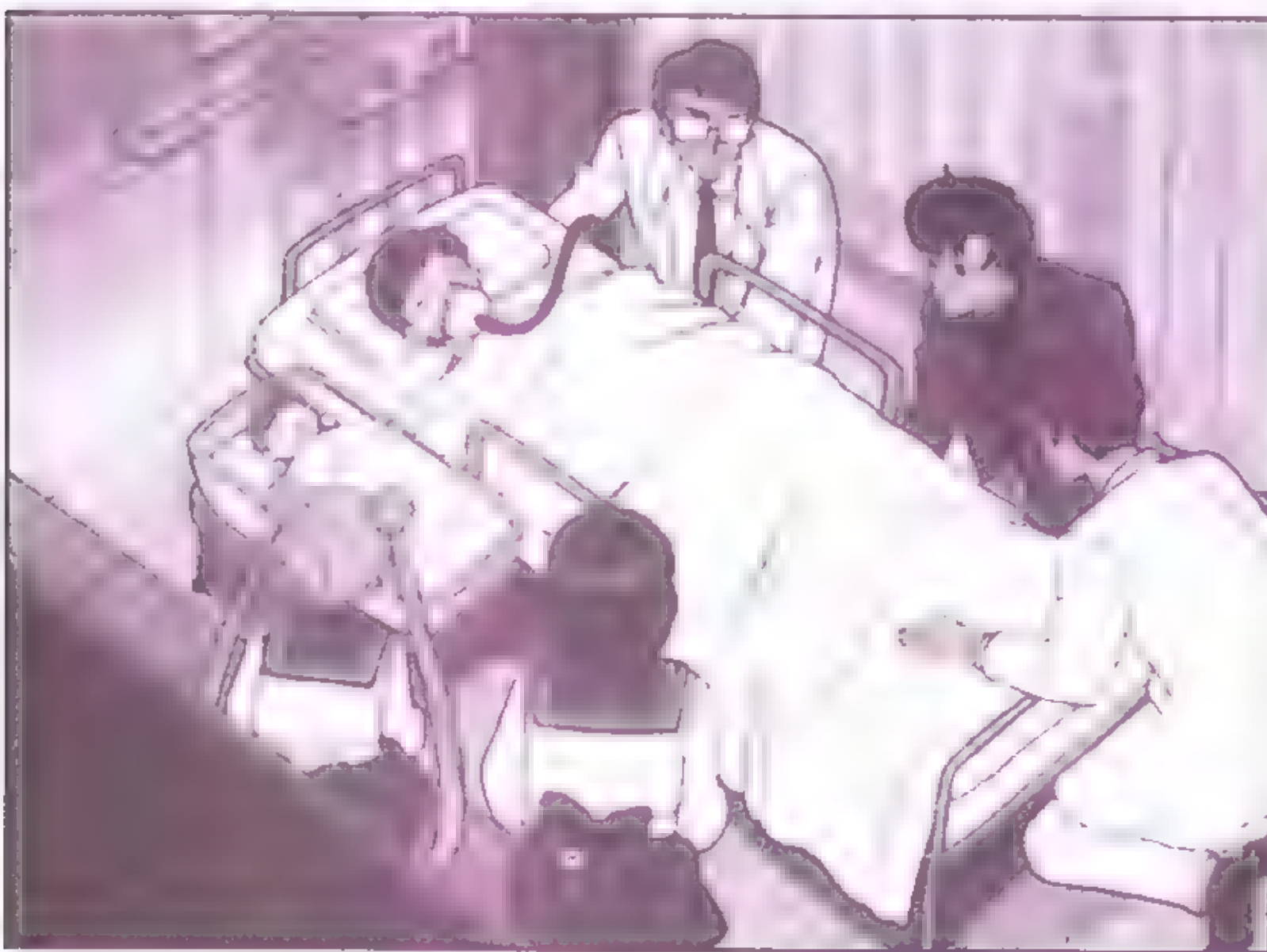
In *The Sailor Moon Role-Playing Game*, players can create and assume the role of a number of character options, including:

- A female Sailor Scout from the series (eg. Sailor Moon, Sailor Mercury)
- A male Knight from the series (eg. Prince Darien/Tuxedo Mask)
- A villain from the series (eg. Nephilite, Prince Diamond)
- An original descendent of a character from the series (eg. the great granddaughter of Sailor Venus)
- A completely original character

The characters created will depend on the time period and setting of the adventure the GM will be using. For example, if the GM is intending to run an adventure focused on the Black Moon Family from the latter part of the second season of *Sailor Moon*, he or she may wish to limit the player characters to those portrayed in the show: The Four Sisters, Rubeus, Emerald, Sapphire, Diamond, Wicked Lady and maybe even Wiseman. The game system helps players assign some strengths and weaknesses to their characters, using number rankings to indicate relative ability. The remaining elements of a character's background, family, knowledge, hobbies and interests are not covered by the rules but rather are described by each player according to his or her view of the character. Players may use character information presented in the *Sailor Moon* series, but can also define their unique outlook on the characters' background material.

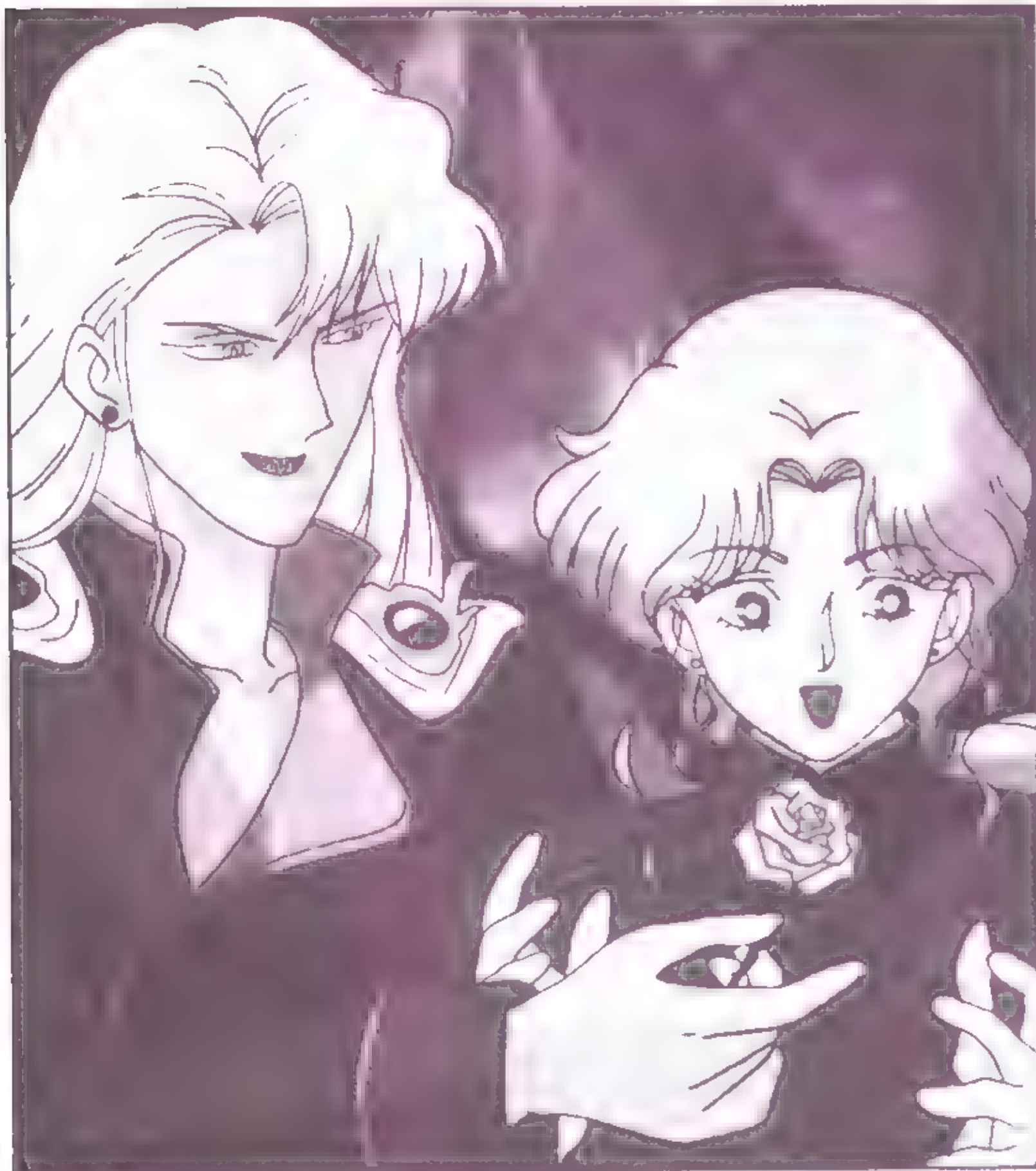
What is Role-Playing?

For many people a role-playing game (RPG) is the "mature" or "advanced" versions of the games we used to play as children such as "House", "Cops and Robbers" and "Super Heroes". Each player creates a character that he or she wishes to play (appropriately called a **Player Character**, or **PC**), and endeavours to view the unfolding events of the game through the





Chapter 1: Introduction



The game time of *The Sailor Moon RPG* can be divided into three main categories: sessions, episodes and campaigns. A **session** is the period of time in which the players gather to play the game. Sessions are often 2 to 8 hours in length, and are frequently held on a weekly or biweekly schedule. The players work their way through the immediate plot, picking up where the last session ended and proceeding until the current session is over. Over a period of time of usually one to four sessions, the players will have completed a number of tasks to achieve at least partial closure of the game plot. This closure does not answer all the questions or eliminate all of the characters' problems, but is similar to the closure seen in a typical *Sailor Moon* episode (thus, the resolved story arc is called a game **episode**). An episode that only takes a single isolated session is referred to as a "one-shot" adventure, which are the scenarios primarily used at role-playing conventions. Finally, a number of episodes using the same characters can be linked together to form a *Sailor Moon* **campaign**. A campaign is analogous to a single season of *Sailor Moon*, or even the entire series. Campaigns require more commitment from everyone involved, but watching the characters develop and gain new powers as the greater plot unfolds makes the effort worthwhile. The most engaging role-playing campaigns can last upwards of 5-10 years, but keeping a campaign running for 8 months to a few years is considered tremendously successful.

As a player, you will control your character's actions in the game as he or she works through the unexpected twists and turns

of the plot, with assistance provided by the other player characters. Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence which may return to haunt your character in a future session. Role-playing is a group effort, however, and positive interactions between your character and the characters of the other players is vital to everyone's enjoyment of the game.

As a GM, your contribution to the game will be much greater than that from any one player. You must establish the setting, villains, conflicts and plot of the adventure, as well as all the other **non-player characters** (NPCs) your gaming group will meet during the game. NPCs are similar to the background characters from the television show, ranging from the obscure and unimportant (nameless students and store merchants, etc.) to rarely seen and mildly important (Ms. Haruna, Serena's mom, Grandpa Hino, etc.) to frequently seen and very important (Luna, Molly, etc.) The enemies of the player characters are also NPCs, but because of their recurring importance to the plot they need to be better developed before game play begins.

If you plan to be a GM, you must also be able to project your imagination to the players by describing the world in which they live in vivid detail. Use of visual aids such as maps, diagrams, or even scenes from the *Sailor Moon* television show, can help make your players' world more tangible. Finally, your plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid or "scripted" may leave players feeling that their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, sound judgment and the ability to improvise in unexpected situations. Game Mastering takes extra time and effort, but the reward of watching the players revel in the game setting and plot that you created makes it all worthwhile.



Sailor Moon Says...

Here are some important role-playing tips to keep in mind:

1. The single purpose of the game is to have fun!
2. Role-playing is not a competition. Successful role-playing is about participation, effort and enjoyment...not about "winning".
3. Use facial expressions, body language and different tones of voice to better portray your character's thoughts, actions and emotions to the other players.
4. Never act out combat! Serious injury could result! Simply describe your combat actions to the GM and use the game mechanics to resolve the conflict.
5. Conflicts between characters is okay, but conflicts between players is not. Keep the rivalries "in character".



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An Example Of Play

The following dialogue is an example of how a typical role-playing session might progress. The fictitious game involves three players — Sarah (Sailor Moon), Michael (Sailor Mercury) and Robin (Sailor Mars) — and the Game Master (or GM), Lisa.

Serena, Amy and Raye have transformed into the Sailor Scouts, and are currently in an abandoned apartment building near one of Tokyo's ocean harbours, just as the sun is setting. They are searching for a *yoma* who stole Sailor Mercury's Transformation Pen and fled into the building.

GM: OK. You have reached the fourth floor. It looks like the *yoma* might have come this way, since there are some fresh claw marks on the door. What are you doing?

Michael: (as Sailor Mercury) I'm going to activate my VR visor and search the floor for any tracks.

Sarah: (as Sailor Moon) I wish Luna was here! What are we supposed to do now?

Robin: (as Sailor Mars) Stop your whining, Sailor Moon, and start checking doors. (to the GM) I'm going to move down the hall slowly and open the first door.

Michael: Be careful not to walk across the centre of the hall. Sailor Mars. I'm trying to locate the *yoma*'s tracks.

Robin: Sure thing. I'll walk closer to the wall, then.

GM: Sailor Mars, are you searching the left door, or the right?

Robin: The left.

Sarah: I guess this means I'll take the right. (whimpering) I sure hope the *yoma*'s on the left.

GM: Sailor Mars and Sailor Moon both reach their respective doors at the same time and begin to open them. Sailor Mercury, your visor has picked up faint paw prints in the dust on the floor. They're big, so they were probably made by the *yoma*.

Michael: (to the GM) Where do the tracks lead?

GM: To the first door on the right.

Michael: (yelling) Sailor Moon! The *yoma*'s behind your door. Get ready to fight!

Sarah: What!?!

GM: Sailor Moon, just as you start to open the door you hear a thunderous growl from inside. The door is torn off its hinges, but you are still holding onto the handle. Roll a Body Stat check with no modifiers to see if you manage to keep your balance.

Sarah: (rolls two dice) Oh no! I rolled an 8!

GM: Well your Body Stat is only 4, which means that you failed by 4 — a major failure. You are yanked off your feet by the pull of the door and land, face first, in the middle of the room.

Sarah: (mumbling) I knew I should have taken the left. What do I see?

GM: At the moment, two giant, hairy, and blue clawed paws...merely inches from your face.

Sarah: (yelling) Hey Mars...it's for you!

GM: (as *yoma*, laughing) Now you're mine Sailor Moon! Say "Sayonara" to that disgustingly cute little face of yours.

Robin: Not so fast, Negatrash! You stole something that didn't belong to you and that's not right. In the name of the planet Mars, I will punish you!

Michael: That's right. I want my Pen back, so hand it over or in the name of the planet Mercury, I will punish you!

Sarah: (still on floor) No fair! Those are my lines, you guys!

GM: (as *yoma*) You want it back, girls? Come and get it, if you dare.

Robin: (to GM) I'm going to launch my Mars Fire Ignite attack at the *yoma*.

GM: Well, go ahead...say it properly.

Robin: (shyly) Do I have to?

GM: No, but it's more fun this way. Go on.

Robin: All right. (yelling) MARS...FIRE...IGNITE!

GM: Much better!

Michael: (to Sarah) Your parents are out shopping, right?

Sarah: Yeah, don't worry. No one can hear us.

GM: Good. (to Sailor Mars) You launch your Level 2 Sailor *Senshi* Attack at the *yoma*, burning 20 Energy Points from your total. Roll your Attack Combat Value.

Robin: (rolls two dice) I got a 5, which is well under my Attack Value.

GM: Now the *yoma* gets to defend. (secretly rolls two dice behind his rule book, but fails the defense roll) The *yoma* tries to dodge out of the way, but is just too slow. The fire attack hits its left shoulder quite hard, knocking it out the window.

Michael: My Pen! Where is it?

GM: As the *yoma* is falling out the window, you see it is holding your Pen in its left paw. You might be able to grab it before the *yoma* falls, but...

Michael: But what?

GM: ...but you'll have a +4 penalty to a Body Stat check. However, you have a Level 2 in Acrobatics, so I'll decrease it to a +2 penalty.

Michael: But I only have a Body Stat of 4! That means that I'll have to roll a 2 on two dice!

GM: That's right. Still want to try it?

Michael: (bravely) Of course! That's my only Transformation Pen. (rolls two dice) Snake eyes! I did it! In your face, Negasleaze!

Sarah: Way to go, Sailor Mercury.

GM: Great roll. So just before the *yoma* falls four stories, you dive to the window and snatch the Pen from its paw.

Robin: That was close...too close.

GM: Suddenly you hear deep laughter coming from the corner. You all turn to see a man step out from the shadows into the fading sunlight. He has wavy dark brown hair, and is dressed in a dark blue uniform.

Sarah, Michael and Robin: (together) Nephrite!

GM: (as Nephrite, raising his hands to attack) Goodbye, Sailor Brats...

The direction of the rest of the adventure depends on the actions of the Sailor Scouts, Nephrite, and the other characters in the game. Do the Scouts run away? Get captured? Defeat Nephrite in combat? Nearly any outcome is possible in a role-playing game.



Chapter 1: Introduction



Scope of the Book

This book focuses on the characters, plots, settings and themes presented in the first two seasons of the Japanese television series *Bishojo Senshi Sailormoon* — *Sailormoon* (Episodes #1-#46); *Sailormoon R*, Part I (Episodes #47-#59); and *Sailormoon R*, Part II (Episodes #60-#89). The North American English translation of the television series (*Sailor Moon* by DIC Productions, L.P. — Episodes #1-#82) serves as the primary source for the game text, although some corresponding and related information from the original Japanese anime series is also presented. In some instances, the events that occur in the Japanese episodes are described (rather than those from the English translation) if the original version adds significantly to the story. Additionally, some information from the third (*Sailormoon S*), fourth (*Sailormoon SuperS*) and fifth seasons (*Sailor Stars*) of the Japanese television series is included for completion (such as the names and powers of the other Sailor Scouts). This supplementary information is only mentioned briefly, however, since the complete series has not as of yet been translated and released domestically. Future game supplements in *The Sailor Moon RPG* product line will provide additional details about the plots and characters appearing in the television episodes #90-#200.

During the development of the game mechanics for *The*

Sailor Moon RPG, the author and assistant researchers watched episodes over and over again, cross referenced notes from dozens of sources and poured over countless articles from magazines and newsletters. The time was well spent, however, resulting in a streamlined and easy-to-use game system that can accurately account for nearly all events in the *Sailor Moon* series. Nevertheless, the complex levels of power wielded by the Sailor Scouts and their enemies may lead to some apparent discrepancies between the television show and the game mechanics. In these circumstances, the GM is encouraged to put aside the rules in favour of the dramatically appropriate resolution and proceed with the game. Occasionally, the text may also present ideas or state “facts” that seem to conflict with information presented in the Japanese anime series. Please note that this is not necessarily an error, but an extrapolation into “alternate versions” of the *Sailor Moon* universe. Some players will be perfectly content to play in an RPG scenario that considers the entire *Sailor Moon* series as canon, preferring not to contest what has already been presented as fact. Other players, however, may wish to reinterpret, alter, or ignore what is known about the characters or plot, and establish a customized universe in which to play. Neither choice is better than the other, so the text provides ample source material for both options. After all...who says that Sailor Mercury cannot give up being a Sailor Scout, run for President of the United States and marry the ghost of Malachite?

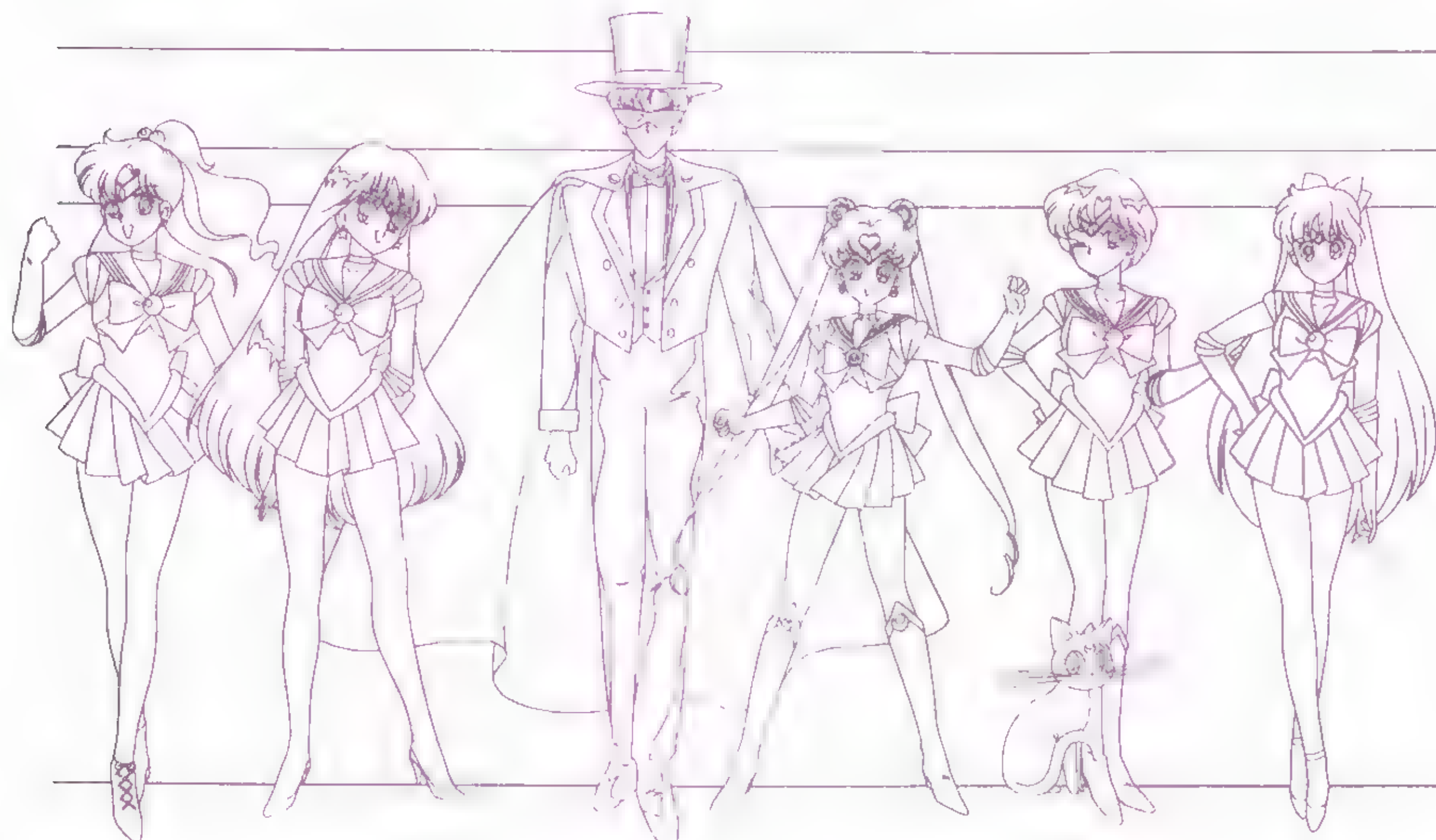




Chapter 1: Introduction



Character Size Relationships



Sailor
Jupiter

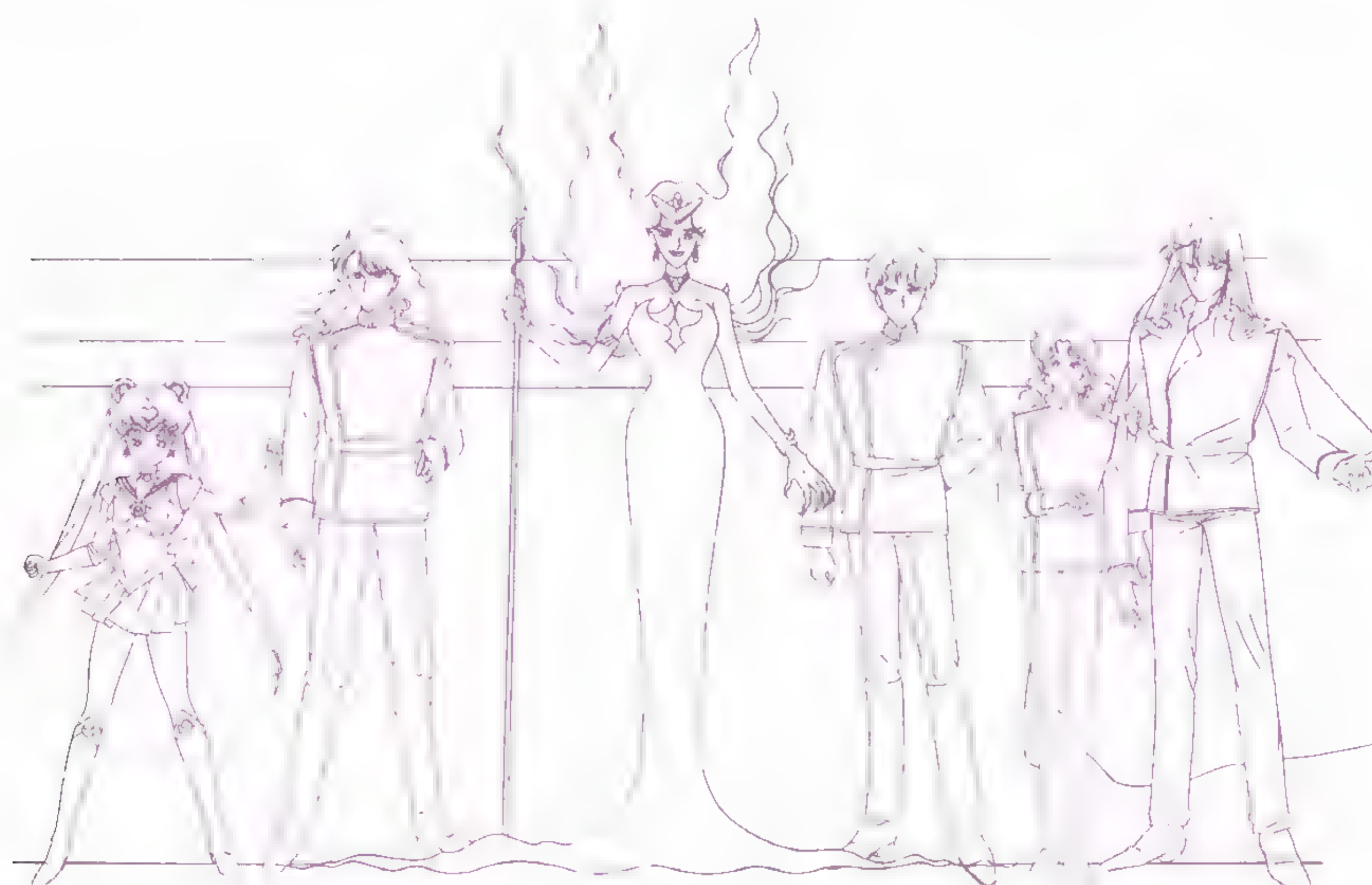
Sailor
Mars

Tuxedo
Mask

Sailor
Moon

Luna
Sailor
Mercury

Sailor
Venus



Sailor Moon

Nephrite

Queen Beryl

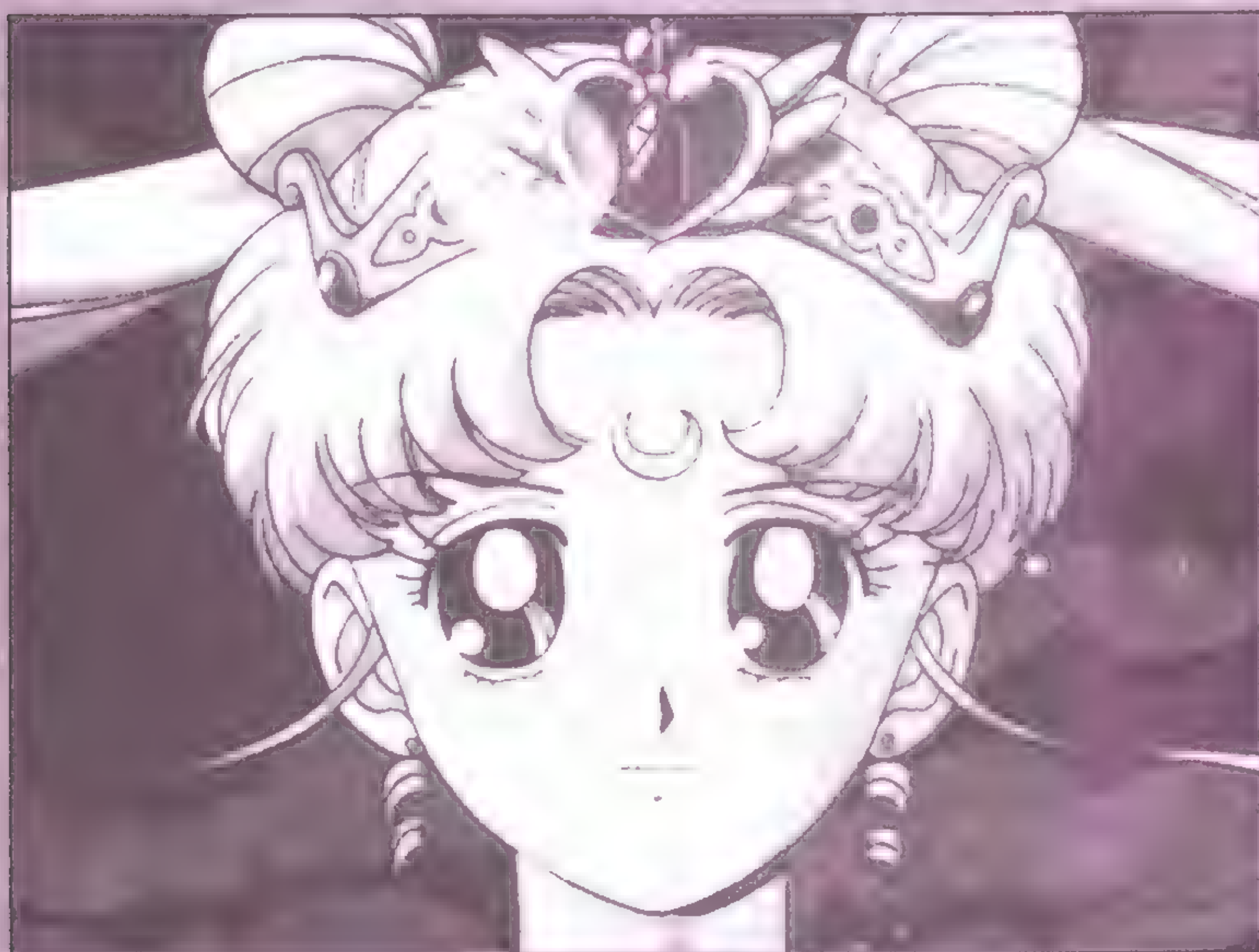
Jeditte

Zoycite

Malachite

SAILOR MOON Chapter 2 SAILOR MOON

Character Creation





Chapter 2: Character Creation



Creating a new character for *The Sailor Moon Role-Playing Game* involves a great deal of interaction between the player and the GM. As mentioned in the Introduction (*Chapter 1*), there are numerous possible types of characters that you can create, including:

- A female Sailor Scout from the series (such as Sailor Mars or Sailor Jupiter)
- A male Knight from the series (such as Tuxedo Mask)
- A villain from the series (such as Alan, Ann or one of the Four Sisters)
- An original descendent of a character from the series (such as Sailor Jupiter's grandson)
- A completely original character

If the GM has already developed the outline for a campaign, he or she may impose restrictions on certain types of characters or abilities. After all, it may be difficult to keep your Negaverse warrior alive and well if the GM has asked the other players to create Sailor Scouts from the Silver Millennium. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin creating your character.

In *The Sailor Moon RPG* you can choose to spend as little as ten minutes creating a character, or upwards of an hour — the difference is in the amount of details and individuality given to the character. The creation guidelines are easy to understand, flexible, and places the power in your hands. At no time during an RPG campaign do you have more control over the destiny of your character than the creation process.

Throughout the initial steps of character creation, you can follow the progress of three player character — Amy/Sailor Mercury (Karen's character), Alexander/Crimson Blade (Jesse's character) and Chad/Sailor Nebula (David's character). As more detail is added to the character, we will focus on the design of Amy/Sailor Mercury. The examples are presented in italics following the main text of each step.

Character Creation Flowchart

Step 1: GM Discussion

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled play time, the setting and related timeline, and the thematic intensity level. See page 27.



Step 2: Character Outline

Use the game boundaries established earlier to sketch a rough character outline. Will you be playing a Sailor Scout or Knight? A male or female character? An enemy of the Sailor Scouts? Maybe a normal person with heightened talents? See page 27.



Step 3: Assign Stats

If the GM asks you to create a character using Method A, divide the assigned points over the three Stats — Body, Mind and Soul. If you will be using Method B, roll 1 or 2 dice (GM's choice), add it to the static number chosen by the GM, and divide the point total over the three Stats. Stats cannot be lower than 1, nor higher than 12. See page 28.



Step 4: Character Attributes

Distribute the assigned Character Points (usually 20-25 points) over the Character Attributes. For Sailor Scout or Knight characters, you must acquire at least one Level in the "Senshi/Knight Powers Attribute". For Negaverse/Dark Warriors, you must acquire at least one Level in the "Negaverse/Dark Powers Attribute". Distribute the new Power Points over the Senshi/Knight Sub-Attributes or the Negaverse/Dark Sub-Attributes (depending on your character type). Attribute Levels range from 1 to 6. See page 30.



Step 5: Character Defects

You are encouraged to take a maximum of 8 Defects appropriate to your character. Suggested Defects for Sailor Scouts, Knights and Negaverse/Dark Warriors are listed in the text. These Defects will provide you with more role-playing opportunities, and give you Bonus Points to use in acquiring additional Character Attributes. See page 51.



Step 6: Derived Values

After you have modified your character's Stats through Defects and Attributes, you can calculate his or her three derived values — Combat Value (both Attack and Defense), Health Points and Energy Points. See page 59.



Step 7: Background Points

You can earn 1-3 Background Points by giving the GM a background history of your character, an important character story, or a character drawing. Background Points are used to acquire additional Character Attributes. See page 60.



Chapter 2: Character Creation



Step 1: GM Discussion

Before any characters are created, you and the other players should have a discussion with the GM about the nature of the upcoming game. The GM needs to address several important issues, including:

The duration of the game.

Will it be a six hour one-shot, a mini-series that spans a half-dozen sessions, or an epic campaign lasting a year or longer?

Scheduled play time.

Many players need to know the game schedule before they can commit to a campaign since the game might conflict with other responsibilities such as school, work, recreational activities, or family matters. Finding a regular time slot may prove quite difficult, however, so it may be necessary to keep the sessions flexible by alternating the game day or time. A word of caution: the decision to play “whenever we can all get together” will inevitably lead to a dead campaign within a few sessions.

The setting and related timeline.

The richness of the *Sailor Moon* universe offers a wide array of potential one-shot or campaign settings including: any of the five television series (set in Japan, North America or anywhere else), the Silver Millennium, Crystal Tokyo, the Negaverse, the Dark Moon (Nemesis), the far future, the distant past, another galaxy or universe, the dawn of Time, the days before Armageddon, etc. If you have a setting preference, express your ideas before the GM has put too much work into creating his or her campaign. The GM is encouraged to utilize the information presented in the *Sailor Moon* television series, but should not let it limit his or her creativity should an alternative version of the *Sailor Moon* universe be chosen for the game setting.

Thematic intensity level.

You and the other players need to inform the GM about your preferences concerning the thematic scope of the game. Are you looking for straight comedy, intense drama, or the comedy-drama mixture presented in the television show? Additionally, do you have any preferences involving issues such as the action/combat intensity, plot maturity, amount of character focus, or scenario complexity?

Although it is the GM that is ultimately responsible for establishing the game boundaries and presenting the game universe to the players, a role-playing campaign requires the combined effort of all participants to be successful. Consequently, you, the other players, and the GM must work together to create the game you all want to play.

Mark (the GM) sits down with Karen, Jesse and David (the players) to gauge their interest in a Sailor Moon campaign set early in the second season of the television series. The game would take place in an alternative universe, giving the players the freedom to create characters who are not from the show. The players are very interested, and agree that an open-ended weekly campaign (Tuesdays 6-11 PM) would be best. After an hour of discussion, everyone agrees that the game should be an epic adventure set at Crossroads Jr. High, emphasizing drama over comedy and featuring themes of romance, hope and mystery. While the game will have a different tone from that of the Sailor Moon series, it will still feature many of the same school characters and villains from the Negaverse.

Step 2: Character Outline

Now that you know the game’s setting, time period, theme, the campaign duration and expected time commitment, you can begin to develop a character outline. The outline is not a fully completed character, but a broad concept that provides you with a focus from which you will build the character. You need not concern yourself with the character points, specific powers, or background details at this time. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation.

Below are some of the options you need to consider when establishing your character outline:

Will you be playing a Sailor Scout?

If so, then do you intend to play one of the five Inner *Senshi* (Sailor Moon, Mercury, Mars, Jupiter, Venus), one of the four Outer *Senshi* (Sailor Saturn, Neptune, Uranus, Pluto), or one of the other *Senshi* (Sailor Chibimoon, Sailor Star Fighter, Sailor Star Maker, Sailor Star Healer, etc.)? Alternatively, might you want to play the relative or descendant of one of the Scouts from the series, such as Sailor Mercury’s great granddaughter or Sailor Moon’s younger sister. Or maybe you’ll want to play a completely new Sailor Scout, with original powers and abilities.

Will you be playing a male or female character?

While male characters should not be “normal” Sailor Scouts (who are all female), they can still play central roles as Knights like Tuxedo Mask/Prince Darien. Of course if you would like to have a male Sailor Scout character, you can follow the pattern established in *Sailor Stars* (Season 5) and have your character change sex from male to female when transforming into his Sailor Scout identity.



Chapter 2: Character Creation



Will you be playing an enemy of the Sailor Scouts?

Naturally, playing the nemesis of the Scouts is only possible if all the players are on the same side — mixing villains and heroines in the same campaign is a recipe for disaster. There are many dark warriors presented in the first two seasons (and indeed all the seasons), including Queen Beryl's henchmen from the Negaverse, Alan and Ann from the Doom Tree, and the entire family from the Dark Moon of Nemesis. One interesting possibility involves playing a former enemy of the Sailor Scouts who has since seen the error of his or her ways such as Nephelite, Prince Diamond, one of the Four Sisters, and others.

Will you be playing a normal person with some heightened talents?

Unless the campaign has been designed otherwise, there is no reason why you could not play a regular character from the show or from an original concept. Rather than allocating Character Points to power-based Attributes (such as the *Senshi/Knight Powers* Attribute), you would focus on heightened talent Attributes such as Acrobatics, Combat Mastery, and Heightened Senses. This option would work best in a low-powered campaign where the players are given fewer points with which to build their characters' powers.

Will you be playing a bizarre character?

In an experimental game, the scenario may allow for the creation of some truly odd player character choices. Consider how the plot would unfold if all the players created Negaverse yoma, Doom Tree cardians, guardian cats like Luna and Artemis, or even metaphysical soul projections like The Moonlight Knight. The flexibility of the Tri-Stat System used in *The Sailor Moon RPG* allows you to create a wide array of non-traditional characters for the non-traditional game.

Keeping the game boundaries in mind, the players have each developed their own character outline:

Karen — She has decided to play Amy/Sailor Mercury as presented in the second season with very few changes. Amy is intelligent, attractive, has acrobatic skills and owns a mini supercomputer.

Jesse — He has decided to play a Knight named Alexander, also known as The Crimson Blade. Alexander is a strong, athletic and skilled warrior, but has never excelled in academics.

David — He has decided to play the Cherry Hill temple worker, Chad, who can secretly transform into the female Sailor Scout, Sailor Nebula. Chad is a quick learner and has received training in supernatural studies.

Step 3: Assign Stats

Stats (or Statistics) are numerical assignments that reflect your character's base capabilities. Higher Stat numbers indicate an advanced level of accomplishment or achievement. *The Sailor Moon Role-Playing Game* is part of Guardians Of Order's Tri-Stat System game line and uses three Stats to represent your character's abilities — Body, Mind and Soul.

Body Stat

This Stat represents the physical aspects of your character. Overall health, strength, endurance, speed, rate of healing, manual dexterity and ability to withstand physical trauma are all governed by the Body Stat. Characters with a high Body Stat include Sailor Jupiter, Malachite and Prince Darien.



Mind Stat

This Stat represents the power of the psyche and the ability to comprehend complex ideas. A character with a high Mind Stat is intelligent, witty, and a quick learner. Characters with a high Mind Stat include Sailor Mercury, Queen Beryl and Wiseman.

Soul Stat

This Stat represents the essence of the inner self and of willpower. A high Soul Stat places your character in balance with Nature, and helps focus his or her life-force to draw on personal energies to power special abilities, or in other times of need. The Soul Stat also represents elements of Luck. Characters with a high Soul Stat include Sailor Moon, Sailor Mars, and Sapphire.



Chapter 2: Character Creation



Sailor Moon Says...

Girls spend an awful lot of time priming and trying to look hot. So do you guys, but you don't like to admit it. But there's more to beauty than looks. And being a person *inside* is where it counts. So remember, beauty is *way* more than skin deep. And I told you so. Uh-huh!

The total number of **Stat Points** available to you to distribute over the three Stats will depend upon the GM's preferred point generation method.

Method A

Every character will be assigned the same number of Stat Points, to avoid the possibility of unbalanced characters. Suggested values include 12 points (average characters; Sailor Scout trainees), 15 points (above average characters; novice Sailor Scouts), 18 points (significantly above average characters; moderately experienced Sailor Scouts), 21 points (powerful characters; very experienced Sailor Scouts) or 24 points (extremely powerful character; seasoned veteran Sailor Scouts).

Method B

Every character will be assigned an initial number of Stat Points, to which is added a random number of extra points. For a smaller point variance, the static number should be high with the random number generated from one six-sided die. For a larger point variance, the static number should be low with the random number generated from two six-sided dice. Suggested

The GM decides to use Method A to allow players to generate Novice Sailor Scouts, giving each character 15 Stat Points.

Karen — In keeping with the portrayal of Amy from the television show, Karen assigns her a Body Stat of 4, a Mind Stat of 10 and a Soul Stat of 5. Because the points total to 19, Karen must compensate for the 4-point shortage by acquiring the appropriate Character Attributes for Amy.

Jesse — Looking at the outline for Alexander (strong, but not smart), Jesse distributes the points as follows: Body Stat of 7, Mind Stat of 3 and Soul Stat of 5.

David — David's interpretation of Chad as a witty temple worker who is in touch with the supernatural realms leads him to the following assignments: Body Stat of 4, Mind Stat of 5, Soul Stat of 6.

point values include one die roll, plus 10 (average characters) to 20 (powerful characters), or two dice rolls, plus 6 (average characters) to 16 (powerful characters).

After the total number of Stat Points has been determined, the points are distributed over the three Stats. Your character's achievements in each of the three Stats are largely determined by your character outline, and your personal point distribution preference. Stats cannot be lower than 1, nor higher than 12. Additionally, your character can only ever have one Stat at Level 12. If he or she ever becomes unequalled (Level 12) in more than one Stat, your character becomes One With The Universe, retires from all duties, and is removed from play! Each Stat Value Level is markedly better than the previous Level (see **Table 2-1: Stat Value Descriptions**). Note that characters with Body Stats of 10, 11 or 12 automatically gain 1, 2 or 3 Levels in the Speed Attribute (page 49, *Step 4: Character Attributes*).

There are no right or wrong ways to distribute points among the Stats. Some people prefer to target one Stat in which to excel, which gives their character a weakness in another. Other people create well-rounded characters that are not particularly adept in any one area, nor are they deficient. If you are playing one of the main characters from the show, reviewing a couple of episodes may give you some insight into the appropriate Stat Values. Additionally, by reviewing some of the strengths and weaknesses your character portrays (with help from the GM, players, or other *Sailor Moon* fans), you can distribute your Stat Points in a manner more faithful to the show.

If your Stat Point total is low (due to a bad dice roll) or you simply wish to have higher Stat Values, you can increase your character's Stats through options available in *Step 4: Character Attributes*. Three Derived Values — Combat Value, Health Points and Energy Points — are also based on your character's Stats and are detailed in *Step 6: Derived Values*.

Table 2-1: Stat Value Descriptions

<u>Stat Value</u>	<u>Description</u>
0	Completely and utterly useless.
1	Inept.
2	Significantly below human average (adult).
3	Below human average (adult).
4	Human average (adult).
5	Above human average (adult).
6	Significantly above human average (adult).
7	Highly capable.
8	Extremely capable.
9	Best in the land.
10	World-class ability.
11	Legendary ability.
12	Best in the universe. Unequalled.



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Step 4: Character Attributes

While your character's base capabilities are represented by three Stats, his or her powers, skills, unusual knowledges and other abilities are assigned through Character Attributes. The total number of **Character Points** available to the character depends upon whether the GM plans to run a low-powered game (10 points; Sailor Scout Trainees), average-powered game (20 points; average Sailor Scouts), high-powered game (25 points; experienced Sailor Scouts) or very high-powered game (30+ points; highly experienced Sailor Scouts). 20-25 Character Points is recommended for campaigns based on the first two seasons of *Sailor Moon*, though some characters such as Sailor Moon or Queen Beryl will be significantly higher.

The Character Attributes are divided into three categories — Neutral Attributes, *Senshi/Knight* Sub-Attributes, and Negaverse/Dark Sub-Attributes — which are further divided into Levels 1 through 6. All characters can use their Character Points to acquire the Neutral Attributes, and either the special *Senshi/Knight* Powers Attribute, or the special Negaverse/Dark Powers Attribute. Increasing the value of a Neutral or special Attribute by 1 Level requires 1, 2, 3, 4 or 5 Character Points, depending on the Attribute. To give your character access to the *Senshi/Knight* Sub-Attributes, you must first declare him or her to be a Sailor Scout or Knight and then use Character Points to acquire the *Senshi/Knight* Powers Attribute (4 points/Level). Similarly, to give your character access to the Negaverse/Dark Sub-Attributes, you must first declare him or her to be a servant of the Negaverse or other dark forces and then use Character Points to acquire the Negaverse/Dark Powers Attribute (5 points/Level). Both the *Senshi/Knight* Powers Attribute and the Negaverse/Dark Powers Attribute give the character additional **Power Points** that can be used to acquire the *Senshi/Knight* Sub-Attributes or the Negaverse/Dark Sub-Attributes respectively. Regular Character Points cannot be used to acquire these Sub-Attributes directly — you must use Power Points! Like Neutral Attributes, Sub-Attributes range from Levels 1 through 6. Increasing a Sub-Attribute value by 1 Level requires 1, 2, 3 or 4 Power Points, depending on the Attribute. The Attributes and Sub-Attributes available are listed in **Table 2-2: Character Attributes and Sub-Attributes**.

The Character Point cost is printed in bold beside each Attribute name, and similarly the Power Point cost is printed in bold beside each Sub-Attribute name, for both the *Senshi/Knight* Sub-Attributes and the Negaverse/Dark Sub-Attributes. The Attribute and Sub-Attribute descriptions indicate game effects, limitations, examples, and the Stat most relevant to the Attribute's use or Sub-Attribute's use should a Stat Check dice roll be needed (see page 119 of *Chapter 3: Combat and Other Actions*).

Should one of your Attributes be modified by another Attribute to extend beyond Level 6 (such as the Appearance Attribute modifying the Art of Distraction Attribute), you should

discuss the influence and limitations of the new Level with the GM. Examples are given below for both an Attribute and a Sub-Attribute:

Supernatural Training (1 point/Level)

Type: Neutral Attribute

Relevant Stat: Soul

or

Sailor Senshi Attack (4 points/Level)

Type: Senshi/Knight Sub-Attribute

Relevant Stat: None (uses Attack Combat Value)

This is the most important and most detailed step during character creation. You are defining much of what your character will do during the game sessions since Attributes and Sub-Attributes come into play more often and more directly than Stats. Should you wish to play one of the main characters from the show faithfully you must chose your Attributes and Sub-Attributes carefully. If you are playing an original character of your own design, however, you will have greater freedom to experiment with different or unique Attributes and ideas. Think carefully about the balance between a few high-level Attributes and a large number of low-level Attributes. If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects (*Step 5: Character Defects*, page 51). Each Defect can provide you with an additional Character Point or two which can be used to acquire Character Attributes.

The GM decides to run a game with characters of average power (20 Character Points). Karen wishes to remain faithful to the second season Amy/Sailor Mercury and thus watches several key episodes to help guide her through the selection of Attributes and Sub-Attributes. She decides on the following Attributes: Senshi Powers at Level 3 (12 points), Acrobatics at Level 2 (2 points), Appearance at Level 3 (3 points), Damn Healthy! at Level 1 (1 point), Energy Bonus at Level 1 (1 point), Focused Combat at Level 3 (3 points), Heightened Senshi Power at Level 3 (3 points) and finally Powerful Mind at Level 4 (4 points), which accounts for the 4 extra points assigned to her Stats in Step 3: Assign Stats. Karen notices that the number of Character Point she spent totals 29 points — 9 points more than what she was given by the GM. Karen decides to leave the Attributes as they are for the moment, and will try to make up the remaining 9 points in Step 5: Character Defects.



Chapter 2: Character Creation



With Level 3 in the Senshi Powers Attribute, Karen has 30 Power Points to use for Sailor Mercury's Senshi Sub-Attributes. When added to the 6 extra Power Points from the Level 3 Heightened Senshi Power Attribute acquired earlier, the Power Point total becomes 36. Karen decides on the following Sub-Attributes: Sailor Senshi Attack at Level 3 (12 points; Shine Aqua Illusion), a second Sailor Senshi Attack at Level 3 (2 point; Mercury Ice Bubbles Freeze), a third Sailor Senshi Attack at Level 2 (1 point; Mercury Bubbles Blast), Animal Guardian at Level 2 (2 points), Combined Attacks at Level 3 (3 points), Rejuvenation at Level 2 (2 points), one Item of Power at Level 3 (6 points; Transformation Pen) and one Item of Power at Level 4 (8 points; Supercomputer and VR Goggles).

Senshi/Knight Sub-Attributes

Senshi/Knight Powers (4 points/Level)

Type: Special Senshi/Knight Attribute

Relevant Stat: None

A character must have at least one Level in this Attribute to transform into a Sailor Scout or Knight. Scouts and Knights have two identities — a normal human identity and a Champion of Justice identity. By transforming from human to champion, the character gains access to a range of unique powers and abilities. Female characters will transform into female Sailor Scouts while male characters will either transform into male Knights or female Sailor Scouts (the choice is up to the player, but must be made during character creation). Transformations are always accompanied by a change in clothing as well, often involving a Sailor *fuku* (suit) for the females and formal wear (like a tuxedo) for the males.

Table 2-2: Character Attributes and Sub-Attributes

Senshi/Knight Sub-Attributes

Animal Guardian	Combined Attacks
Elemental Control	Emotional Control
Item of Power	Knight Attack
Rejuvenation	Sailor Senshi Attack

Negaverse/Dark Sub-Attributes

Energy Drain	Environmental Control
Mind Control	Negaverse Attack
Negaverse Item	Negaverse Magic
Positive Energy Deflection	Summon/Control Servant

Neutral Attributes

Acrobatics	Appearance
Art of Distraction	Combat Mastery
Damn Healthy!	Divine Relationship
Energy Bonus	Extra Attack
Focused Combat	Fortified Body
Heightened Negaverse Power	Heightened Senses
Heightened Senshi Power	Massive Damage
Powerful Mind	Special Attack/Defense
Speed	Strong Soul
Supernatural Training	Unique Character Attribute



Sailor Scouts

Each Sailor Scout is, or has been, the Princess or Guardian of a planet, moon or other celestial body from which her name is derived. Thus Sailor Mars was the Princess of the planet Mars and Sailor Jupiter was the Princess of the planet Jupiter. There are some exceptions to the rule in the later seasons of *Bishojo Senshi Sailormoon*, but very few. Additionally, each Scout has their own Element of Influence with which they have a special bond and can use to power their Sailor Senshi Attack Sub-Attribute. The word "element" does not only refer to an actual chemical element, but also to any force, manifestation, or concept associated with Nature or Life. Thus, while Sailor Mercury's Element of Influence is water (a classical Element), Sailor Moon's Element of Influence is Purity and The Soul (a more abstract Element).



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Knights

Each Knight is, or has been, the Prince or Defender of a planet, moon or other celestial body. The primary example of a Knight from the show is Tuxedo Mask (or The Moonlight Knight), who can be equated to a Sailor Scout of Earth. Unlike the Sailor Scouts, Knights do not associate with an Element of Influence, but rather with an Emotion of Influence such as Hope (Tuxedo Mask's Emotion of Influence), Fear, Hatred, Desire, etc. Most Knights have a spiritual bond with one or more Sailor Scouts that forces them into the roles of Guardians for those with whom they share the bond. For example, Tuxedo Mask shares a bond with Sailor Moon, and to a lesser degree the other Sailor Scouts, that alerts him any time they are in danger.

For each Level of the *Senshi/Knight Powers* Attribute a character has, he or she is given **10 Power Points** (different from Character Points) with which to acquire *Senshi/Knight Sub-Attributes*. The two abilities listed below, however, are available to all Sailor Scouts and Knights and are not associated with Sub-Attributes.

Transformation — Each Scout and Knight can transform between their two identities, although the change may not be on demand or of their own free will. A character's appearance does not really change that much after a transformation, but for some reason nobody can recognize them, including close friends and relatives. In fact, the only apparent physical change that accompanies most normal transformations is a change of



c l o t h i n g . Transformations may require an item, such as the Transformation Pens of the Inner *Senshi*, or Sailor Moon's Crystal Locket, but only under exceptional circumstances will the item not be available to the character.

Telepathic Link — When a Sailor Scout or Knight has fallen unconscious, they can still often communicate briefly with a nearby ally who still remains conscious. This special link is referred to as "The Strength Of the Fallen" and was first shown in Episode #40, when the energy of the Sailor Scouts helped Sailor Moon defeat Queen Beryl/The Negaforce during their final battle. The link can also serve as a channel for Energy Point donations should the two Scouts/Knights involved in the contact both possess the Combined Attacks Sub-Attribute. See the Combine Attacks Sub-Attribute (page 33) for more information.

Note: The Sub-Attribute descriptions usually only mention how the ability or talent applies to the Sailor Scout, since that is the standard context presented in the television show. However all Sub-Attributes, except the Sailor *Senshi* Attack and Elemental Control, are also available to the Knights. Similarly, Scouts cannot acquire the Knight Attack or the Emotion of Control Sub-Attributes.

- Level 1 Sailor Scout/Knight in training. 10 Power Points for Sub-Attributes.
- Level 2 Under-powered Sailor Scout/Knight. 20 Power Points for Sub-Attributes.
- Level 3 Moderately powerful Sailor Scout/Knight. 30 Power Points for Sub-Attributes.
- Level 4 Highly powerful Sailor Scout/Knight. 40 Power Points for Sub-Attributes.
- Level 5 Extremely powerful Sailor Scout/Knight. 50 Power Points for Sub-Attributes.
- Level 6 Primal-powered Sailor Scout/Knight. 60 Power Points for Sub-Attributes.

Examples: Chibi-Usa, known as Rini in the North American English translation, returns to the 20th century later in the television series as a Sailor-Scout-in-training (Level 1). Sailor Venus, as presented in the second season, is a moderately powerful Sailor Scout (Level 3), while Sailor Moon is extremely powerful (Level 5). Similarly, Tuxedo Mask is an extremely powerful Knight (Level 5).

Animal Guardian (1 point/Level)

Type: Senshi/Knight Sub-Attribute

Relevant Stat: None

Animal Guardians, or magical pets, are common to nearly all magical girl anime shows. In *Sailor Moon*, the animal guardians are talking cats named Luna (Serena's companion) and Artemis (Mina's companion). In the later seasons of the television series, another cat guardian is introduced named Diana (companion of Rini/Chibi-Usa), who is the future daughter of Luna and Artemis. Both Luna and Artemis are from the Silver Millennium, sent forth through time by Queen Serenity to serve as advisors, friends, confidantes, guardians, and consciences of the Sailor Scouts. The guardians also provide the Scouts with their Items of Power and the training required to use them. The felines can also attack enemies if the Scouts are in danger, although the attacks serve primarily as a distraction and do little physical harm. It is possible that other Animal Guardians exist to assist the player characters, which may or may not also be cats. Possible guardians include squirrels, hedgehogs, monkeys, dolphins, giant insects, bears, wolves, dogs, birds, pigs, frogs, lizards, fish, etc., or perhaps even an animal species not indigenous to Earth.



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- Level 1 The guardian is an acquaintance, offering a small advantage to the character.
- Level 2 The guardian is a friend, offering a moderate advantage to the character.
- Level 3 The guardian is a companion, offering a good advantage to the character.
- Level 4 The guardian is an assistant, offering a great advantage to the character.
- Level 5 The guardian is a protector, offering an extreme advantage to the character.
- Level 6 The guardian is a Master Guardian, offering a primal advantage to the character.

Examples: Luna is Serena's assistant (Level 4), always offering the Moon Princess advice, counselling, and real support (even if Luna is fond of teasing her). The same level of devotion exists between Artemis and Mina. Although Amy, Raye and Lita do not have cat guardians of their own, Luna and Artemis are their guardians friends (Level 2), helping the Scouts however they can and providing them with their Items of Power.

Combined Attacks (1 point/Level)

Type: Senshi/Knight Sub-Attribute

Relevant Stat: Varies, but often Soul or Attack Combat Value

Although the Sailor Scouts do not combine their powers frequently, the results can be astounding when they do. There are three different ways Scouts can combine their attacks and powers. See page 122 of *Chapter 3: Game Mechanics* for more information.

Combining the Sailor Senshi Attacks.

If two or more Scouts are attacking the same opponent, they can combine their magical attacks to increase the Damage Value if they all possess this Sub-Attribute. The combined attack is executed on the lowest Initiative number of the group and requires that each participant double the normal Energy Point expenditure of their respective attacks. Additionally, every participating character must succeed in his or her Attack Combat Value roll or the combined attack will fail. The opponent may still attempt to defend against the combined attack, but a penalty of +1 is added to the roll for each participating Sailor Scout. If every character makes a successful roll, and the opponent does not successfully defend against the attack, the delivered damage is equal to twice the sum of the individual attacks. When the Scouts only combine raw energy for an attack, such as the Sailor Planet Power combination, they have the option of contributing as much of their personal energy reserves as desired (meaning they can each "burn" as many Energy Points as they wish). Again, every participating character must succeed in his or her Attack Combat Value roll, but the target defends at a +1 penalty

for each participating Sailor Scout. The damage delivered by the successful use of this raw-energy blast is equal to twice the combined number of Energy Points contributed to the attack.

Combining energy for a special ability.

By pooling their Energy Points and focusing on a goal, the Sailor Scouts can perform a special ability they could not undertake individually. The primary example of this in the first two seasons of *Sailor Moon* is Sailor Planet Teleport, used to transport all the Scouts from Tokyo to the arctic for the final battle with Queen Beryl, to transport the Scouts and Rini from Rubeus's spaceship to the Earth, and to transport the Scouts into Prince Diamond's crystal fortress in Tokyo. Each use of Sailor Planet Teleport is quite draining, requiring the expenditure of 150 Energy Points, which must be divided equally between the participants. Consequently it is possible for only two Scouts with this Sub-Attribute to use Sailor Planet Teleport, but the effort would drain 75 Energy Points from each Scout. Player groups are encouraged to develop their own unique combined abilities, and discuss the Energy Point requirement with the GM.





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Channelling energy through one Sailor Scout.

When an opponent is too powerful for one Scout to defeat, it is possible to channel any or all of the individual character's remaining Energy Points through a single Sailor Scout. The Scout who serves as the focus for the Energy Points can convert them into combat damage points equivalent to half the sum of the channelled Energy Points (if a successful attack roll has been made). The central character must possess the Combined Attacks Sub-Attribute at a sufficiently high Level to combine with all the participating Scouts. The other Scouts only need one Level in this Sub-Attribute, since they are only in active contact with the one character who is accepting their energies. The character at the focus can even channel Energy Points from unconscious Scouts, or from Scouts who have died within the previous hour (called "The Strength of the Fallen"), provided the other unconscious character has not dropped below 0 Energy Points. Only willing characters can participate in this combined attack.

- Level 1 Can combine attacks or Energy Points with 1 other character.
- Level 2 Can combine attacks or Energy Points with 2-3 characters.
- Level 3 Can combine attacks or Energy Points with 4-5 characters.
- Level 4 Can combine attacks or Energy Points with 6-7 characters.
- Level 5 Can combine attacks or Energy Points with 8-9 characters.
- Level 6 Can combine attacks or Energy Points with 10-12 characters.

Examples: In order for Sailor Mars and Sailor Mercury to combine their attacks with Sailor Moon's Moon Tiara Magic, each character must possess at least Level 3 in this Sub-Attribute. Additionally, Sailor Moon has served as a focus for the other four Scouts' energies (Level 3) when battling Queen Beryl, but also for the Scouts, Tuxedo Mask and Rini (Level 4) when battling Wiseman. If each Scout channelled 20 Energy Points (80 points total) into Sailor Moon during her combat with Queen Beryl, Sailor Moon would be able to add 40 points of damage to her attack ($80 \div 2 = 40$).

Elemental Control (3 points/Level)

Type: Senshi/Knight Sub-Attribute
Relevant Stat: Soul

Every Sailor Scout has an Element of Influence with which they have a special bond. Scouts with this Sub-Attribute have learned how to control their Element of Influence though sheer force of will alone. Though few of the Sailor Scouts exhibit this ability, Sailor Moon has demonstrated an advanced level of control over her Influence. Sailor Moon has used her Purity/Soul Influence (Level 5) to overcome the powerful mind control Queen Beryl had over Prince Darien. Each use of this Sub-Attribute drains 5 Energy Points from the character. Only Sailor Scouts can acquire this Sub-Attribute.

- Level 1 The character has little control over her Element of Influence.
- Level 2 The character has moderate control over her Element of Influence.
- Level 3 The character has good control over her Element of Influence.
- Level 4 The character has great control over her Element of Influence.
- Level 5 The character has extreme control over her Element of Influence.
- Level 6 The character has primal control over her Element of Influence.

For a few of the many possible Elemental Control examples, consult the tables below:

Level Water Influence Effect

- 1 Cause a glass of water to evaporate instantly
- 2 Cause a small river to flow backwards
- 3 Increase the water pressure in a lake to burst through a small concrete dam
- 4 Summon large volumes of water from the ground
- 5 Sink a giant ocean liner by creating a whirlpool
- 6 Cause massive tidal waves, obliterating coastal cities

Level Gravity Influence Effect

- 1 Increase the gravitational attraction between any two objects, effectively "gluing" them together
- 2 Decrease the attraction between a person and the Earth, allowing him or her to leap great distances
- 3 Create a zero-gravity environment within a single room for a limited duration
- 4 Completely immobilize a small group of people in a gravitational field
- 5 Create a tiny black hole to crush any nearby objects
- 6 Double the gravitational force of an entire planet

Emotional Control (2 points/Level)

Type: Senshi/Knight Sub-Attribute
Relevant Stat: Soul

Every Knight has an Emotion of Influence with which they have a special bond. Knights with this Sub-Attribute have learned how to control their Emotion of Influence though sheer force of will alone. Tuxedo Mask has demonstrated an advanced level of control over his Influence numerous times throughout the first two seasons of the television show. He has used his Influence over the Emotion of Hope (Level 4) many times, to inspire the Sailor Scouts when they are losing battles and awakened the Scouts to their ability to power-up their attacks against the cardians (the Scouts did not need an additional Item of Power). Each use of this Sub-Attribute drains 5 Energy Points from the character. Only Knights can acquire this Sub-Attribute.



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- Level 1 The character has little control over his Emotion of Influence.
Level 2 The character has moderate control over his Emotion of Influence.
Level 3 The character has good control over his Emotion of Influence.
Level 4 The character has great control over his Emotion of Influence.
Level 5 The character has extreme control over his Emotion of Influence.
Level 6 The character has primal control over his Emotion of Influence.

For a few of the many possible Emotional Control examples, consult the tables below:

Level Anger Influence Effect

- 1 Cause a person to become slightly irritated by an everyday occurrence
- 2 Cause a person to verbally abuse a stranger for no reason
- 3 Cause a person to verbally abuse a friend for no reason
- 4 Cause a person to assault a stranger for no reason
- 5 Cause a person to assault a friend for no reason
- 6 Turn a peace-loving pacifist into a homicidal, angry-at-the-world maniac

Level Love Influence Effect

- 1 Cause a person to develop a romantic interest in a friend
- 2 Cause a person to develop a romantic interest in a stranger
- 3 Cause a person to fall in love with a friend
- 4 Cause a person to fall in love with a stranger
- 5 Convince a person that a complete stranger is his or her soul mate
- 6 Cause a person to devote every waking second to the creation of a shrine for his or her true love

Item of Power (2 points/Level)

Type: Senshi/Knight Sub-Attribute

Relevant Stat: Usually none, but sometimes Soul

This Sub-Attribute describes any item that either directly enhances a character in some way, or one that serves as a tool or weapon. If an item's only function is to induce a transformation, or to power a Sailor *Senshi* Attack Sub-Attribute, and does not offer the character any additional benefits (such as Sailor Moon's Moon Sceptre), the item is not classified as a separate Item of Power. If the item powers an attack and also offers the character additional benefits (such as Sailor Moon's Crescent Moon Wand — it is used for attacks and can track the Rainbow Crystals), the Level of the item is determined solely by the additional benefits provided. The Items of Power may be magical items (such as a magic ring), a technologically advanced item (such as a bionic

arm), items of alien origin (such as an alien healing machine), or items considered unusual or bizarre (such as a bullet-proof leather jacket). Players must discuss this Sub-Attribute with the GM to determine what game effects the Item of Power possesses, and the exact nature of how the item works.

Note: Knights may acquire tailored armour using this Sub-Attribute, but the Power Point cost for each Level is reduced from 2 points to 1 point. Each Sub-Attribute Level is equivalent to one Armour Level. For each Level of armour worn, all damage delivered to the Knight is reduced by 5 points (see page 124 of *Chapter 3: Game Mechanics*).

- Level 1 The item offers a small advantage to the character.
Level 2 The item offers a moderate advantage to the character.
Level 3 The item offers a good advantage to the character.
Level 4 The item offers a great advantage to the character.
Level 5 The item offers a extreme advantage to the character.
Level 6 The item offers a primal advantage to the character.

Examples: The Luna Pen that Serena uses to disguise herself offers a small advantage (Level 1). Tuxedo Mask's cane offers him a moderate advantage (Level 2) since it can extend to great lengths and can help block a flurry of incoming attacks. The Imperium Silver Crystal offers Sailor Moon an extreme advantage (Level 5) in her battles against Queen Beryl and Wiseman. However, during the Silver Millennium the Crystal gives Queen Serenity a primal advantage (Level 6), allowing her to trap the Seven Shadows, defeat Queen Beryl and the Negaverse, and send all the Scouts through time one thousand years into the future.





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Knight Attack (3 points/Level)

Type: Senshi/Knight Sub-Attribute

Relevant Stat: None (uses the Attack Combat Value)

Although not as damaging as the Sailor Senshi Attack Sub-Attribute, the Knight Attack of Tuxedo Mask has often given the Scouts the combat advantage needed to defeat their enemies. The Knight Attack can perform two functions, either separately or simultaneously: delivering damage and/or offering a special defense. Like Tuxedo Mask's Rose Throw, all Knight Attacks involve a ranged strike using a non-traditional weapon associated with the Knight's Emotion of Influence. Thus a Knight who possesses Influence over Vanity might throw mirrored discs, while a Knight with Influence over Despair might throw flaming Tarot cards. If the Influence of a Knight ever changes, either by his own will or by the will of another, the weapon used in the attack will change accordingly. This was demonstrated by the transformation of red roses to black roses when Tuxedo Mask's mind was controlled by Queen Beryl and his Influence changed from Hope to Aggression. For the Knight Attack to succeed, the player must make a successful attack roll, and target must not make a successful defense roll (see page 123 of *Chapter 3: Game Mechanics*).

Energy Points are consumed each time a Knight uses an attack, which are lost even if the attack misses an opponent due to a player's failed attack roll or an opponent's successful defense roll. The number of Energy Points consumed is equal to 5 points multiplied by the Level of the attack. Only Knights can acquire this Sub-Attribute.

- Level 1 An attack delivers 5 points of damage, and the opponent defends at a +1 penalty to the dice roll. Special ability: The Knight can stop and negate any single physical attack.
- Level 2 An attack delivers 10 points of damage, and the opponent defends at a +2 penalty to the dice roll. Special ability: The Knight can stop and negate any single energy-based attack. The Level 1 special ability also applies.
- Level 3 An attack delivers 15 points of damage, and the opponent defends at a +3 penalty to the dice roll. Special ability: The attack can cut through most physical restraints (and some magical ones), or when directed at an opponent, prevent him or her from taking an action the following combat round. The Level 1 and 2 special abilities also apply.
- Level 4 An attack delivers 20 points of damage, and the opponent defends at a +4 penalty to the dice roll. Special ability: The Knight can knock any object from the grasp of a single target, or can use any special ability from Levels 1-3.
- Level 5 An attack delivers 25 points of damage, and the opponent defends at a +5 penalty to the dice roll. Special ability: The Knight can apply the special abilities from Levels 1-4 to 2-3 targets.
- Level 6 An attack delivers 30 points of damage, and the opponent defends at a +6 penalty to the dice roll. Special ability: The Knight can apply the special abilities from Levels 1-4 to 4-6 targets.

Example: Tuxedo Mask's Rose Throw is a Level 6 Knight Attack. During the first two seasons, Tuxedo Mask has targeted multiple opponents, negated physical and energy-based attacks, caused opponents to miss combat actions (due to confusion), cut through ropes and tentacle restraints, destroyed magical forcefield barriers, and knocked objects from his enemies' hands. Each time Tuxedo Mask uses his Rose Throw attack, he burns 30 Energy Points (Level 6 x 5 points/Level = 30 points).

Rejuvenation (1 point/Level)

Type: Senshi/Knight Sub-Attribute

Relevant Stat: Soul

Characters with this Sub-Attribute can focus on their adrenaline rush and internal reserves to restore lost Health Points or Energy Points. The Rejuvenation can only be carried out during an intense moment (usually during combat) or in the presence of an important NPC Knight or Sailor Scout (GM's discretion). The Rejuvenation requires one combat round (1-10 seconds), during which time the character cannot carry out any actions other than dodging or avoiding attacks. Taking damage from an attack during the Rejuvenation will prevent the character from regaining the Health or Energy Points that round, though the character may attempt Rejuvenation again the following rounds. Neither Health Points nor Energy Points may be increased above the character's normal maximum values during Rejuvenation. Additionally, Rejuvenation may be used only once during a single intense moment (such as a single combat).

- Level 1 The character's current Health Points or Energy Points increase by 10 points.
- Level 2 The character's current Health Points or Energy Points increase by 20 points.
- Level 3 The character's current Health Points or Energy Points increase by 30 points.
- Level 4 The character's current Health Points or Energy Points increase by 40 points.
- Level 5 The character's current Health Points or Energy Points increase by 50 points.
- Level 6 The character's current Health Points or Energy Points increase by 60 points.

Examples: All the Sailor Scouts have exhibited a moderate Rejuvenation ability (Levels 2-4) when Tuxedo Mask arrives to give words of encouragement. Sailor Moon has demonstrated the highest level of Rejuvenation of Health and Energy Points (Level 5), and has done so in combat against a number of opponents without the assistance of Tuxedo Mask.



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Sailor Senshi Attack (4 points/Level)

Type: Senshi/Knight Sub-Attribute

Relevant Stat: None (uses Attack Combat Value)

The awesome power of the Sailor Senshi Attack Sub-Attribute is one of the most memorable aspects of the Scouts. Unlike the attacks used by the Knights, the Sailor Senshi Attacks change physical forms to grow more devastating as the Scouts gain access to additional powers and talents. Each attack is somehow connected to the Scout's Element of Influence and has a strangely-fashionable name that is usually shouted loudly as it is performed (see Attack Words Defect, page 52). Additionally, each attack usually requires the Scout to perform an attack sequence before its power can be unleashed (see Attack Gesture Defect, page 52). Most attacks can either be used as a single round effect (similar to a burst of energy) or sustained against a single opponent for multiple combat rounds. Some attacks do not cause any damage but perform a special function or defense that is also related to the Scout's Element of Influence (for example, some attacks from Sailor Moon and Sailor Mercury). Although the Scouts often use their most powerful "primary" attack, they still have access to their less powerful ones. The Power Point cost of these additional "secondary" attacks are significantly lower than the cost of the primary attack: 2 points for each attack at the same Level as the primary attack, and 1 point for each attack at a Level lower than the primary attack. The primary attack is the only one that costs the standard 4 points/Level.

The Sailor Scouts sometimes launch their attacks directly against the enemies' Negaverse Attack Sub-Attribute (see page 41). Unfortunately for the Scouts, the damage value of the Negaverse Attack is doubled for this attack-versus-attack battle. The total attack damage values are compared for both sides, and the character or team with the greater value will overwhelm the opponent's attack within a single round. The damage delivered to the defeated character in that combat round is equal to the difference in the damage value between the stronger and weaker attack. However, if the difference is within 10 damage points, the attacks simply cancel each other. Additionally, for differences of less than 10 points, the weaker character can only be overwhelmed during a sustained attack by the enemy, and this may require several rounds to accomplish.

If the Scout's Element of Influence directly opposes the enemy's mode of attack (for example, Sailor Mercury's water attack against a fire-breathing cardian), the doubling of the damage from the Negaverse attack may be negated (GM's discretion). Additionally, the GM may assign extra damage to a Scout's attack if her Element of Influence directly opposes the enemy's physical composition (for example, Sailor Mars's fire attack against a water yoma). In order for any Sailor Senshi Attack to succeed, the player must make a successful attack roll and the target must not make a successful defense roll. For more information regarding combat, see page 121 of *Chapter 3: Game Mechanics*.



Energy Points are consumed each time a Scout uses an attack for either its damage value or its special ability. These points are lost even if the attack misses an opponent due to a player's failed attack roll or an opponent's successful defense roll. The number of Energy Points consumed is equal to 10 points multiplied by the Level of the attack. For example, Sailor Venus's Venus Love Chain Encircle (Level 3) consumes 30 Energy Points. If a Sailor Senshi Attack is sustained for multiple rounds, the Energy Points consumed is reduced to 5 points per Level for each round after the first. Thus Sailor Venus's attack would only consume 15 Energy Points (3x5=15) in the second and subsequent rounds of a sustained attack.

- | | |
|---------|---|
| Level 1 | An attack delivers 10 points of damage or offers a small advantage to the character. Opponents defend at a +1 penalty to the dice roll. |
| Level 2 | An attack delivers 30 points of damage or offers a moderate advantage to the character. Opponents defend at a +2 penalty to the dice roll. |
| Level 3 | An attack delivers 60 points of damage or offers a good advantage to the character. Opponents defend at a +3 penalty to the dice roll. |
| Level 4 | An attack delivers 90 points of damage or offers a great advantage to the character. Opponents defend at a +4 penalty to the dice roll. |
| Level 5 | An attack delivers 120 points of damage or offers an extreme advantage to the character. Opponents defend at a +5 penalty to the dice roll. |
| Level 6 | An attack delivers 150 points of damage or offers a primal advantage to the character. Opponents defend at a +6 penalty to the dice roll. |



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Example: Sailor Jupiter begins in the first season with her Jupiter Thunder Crash attack, a moderately powerful attack (Level 2) that costs 8 Power Points (Level 2 x 4 point/Level=8 points) and does 30 points of damage. When Sailor Jupiter powers-up to the Jupiter Thunder Dragon attack (Level 3) during the Doom Tree series, she still has the option of using the Jupiter Thunder Crash during combat. However, the cost of the Jupiter Thunder Crash attack is reduced to 1 Power Point (since its Level is less than Level 3), but still does 30 points of damage. The newer Jupiter Thunder Dragon attack costs 12 Power Points (3x4=12), and does 60 points of damage. Finally, when Sailor Jupiter gains the Jupiter Thundercrash Zap attack, her Level 2 attack remains unaffected, but the cost of the Jupiter Thunder Dragon is reduced to 2 Power Points (since it is also a Level 3 attack). The new Level 3 attack now costs 12 Power Points (3x4=12) and does 60 points of damage. Sailor Jupiter now has three attacks with the following attributes:

*Jupiter Thundercrash Zap — Level 3
 12 Power Points 60 Damage Points
 Jupiter Thunder Dragon — Level 3
 2 Power Points 60 Damage Points
 Jupiter Thunder Crash — Level 2
 1 Power Point 30 Damage Points*

Negaverse/Dark Sub-Attributes

Negaverse/Dark Powers (5 point/Level)

Type: Special Negaverse/Dark Attribute

Relevant Stat: None

A character must have at least one Level in this Attribute to access the awesome power of the Negaforce, or other Dark energies. This Negaforce is a sentient lifeform, capable of filling its servants with raw negative energies. With the proper guidance, the energies can be manipulated to create a number of spectacular effects and abilities. The Negaforce's sole objective is the complete and total domination of the entire universe. During the Silver Millennium, when the Negaforce was at the height of its power, the Dark Forces invaded the universe through a dimensional gateway near the planet Earth. The army of darkness was commanded by the most powerful servant of the Negaforce, Queen Beryl, and her four warrior generals: Jedite, Nephrite, Zoycite, and Malachite. Much to the anger of the Negaforce, Queen Serenity of the Moon Kingdom used her Imperium Silver Crystal to decimate Queen Beryl's armies and blast the survivors back to the Negaverse. It took the Negaforce over one thousand years to regain its power before it was strong enough to attempt another assault on Earth in the early 1990s.

Other dark forces also exist that harness powers equal to or greater than that possessed by the Negaforce. Some of these evil





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forces may have connections to the Negaverse as well, though their exact origins remain a mystery. Although the methods and goals of the other dark forces may differ from those of the Negaforce, their abilities to destroy positive energies of the universe are quite similar. One such example of a dark force with incredible power is the Doom Phantom (also known as Wiseman) from the 30th century. By harnessing the negative energies created by the Dark Crystal, the Doom Phantom nearly succeeded in opening his awesome Dark Gate, which would have destroyed Crystal Tokyo and planet Earth, and obliterated the entire universe.

For each Level of the Negaverse/Dark Powers Attribute a character possesses, he or she is given 20 Power Points with which to acquire Negaverse/Dark Sub-Attributes.

Note: The Sub-Attribute names and descriptions may only refer to the Negaverse and the Negaforce, but can also apply to any dark force of evil entity.

- Level 1 A very weak dark servant with 20 Power Points for Sub-Attributes.
- Level 2 A low-powered dark servant with 40 Power Points for Sub-Attributes.
- Level 3 A moderately powerful dark servant with 60 Power Points for Sub-Attributes.
- Level 4 A highly powerful dark servant with 80 Power Points for Sub-Attributes.
- Level 5 An extremely powerful dark servant with 100 Power Points for Sub-Attributes.
- Level 6 A primal-powered dark servant with 120 Power Points for Sub-Attributes.

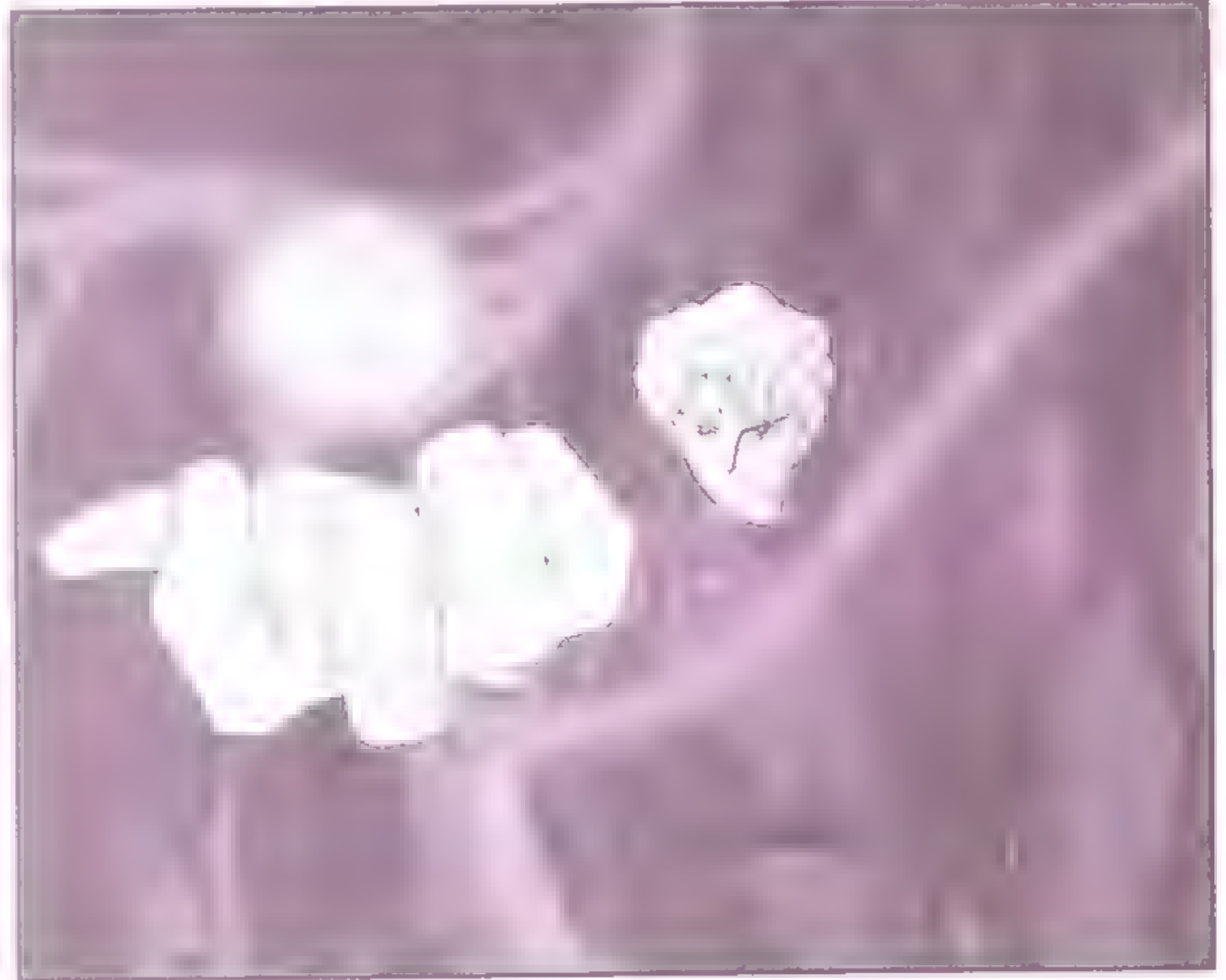
Energy Drain (1 point/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: Soul

With this Sub-Attribute a warrior of the Negaverse can drain positive energies (Energy Points) from human souls which may then be channelled back to the Negaverse as negative energies. Alternatively, creatures that live on the energy of others and require it to survive (such as Alan and Ann) can absorb or “consume” any energy they drain, but it does not provide them with any other advantages. The character must be within visual range of the victim before attempting to drain his or her energy. Alternatively, the character may use a special item (no additional Power Point cost) to drain a victim’s energy at great distances, but at one Level below the character’s actual Sub-Attribute Level. This use of an item is not associated with the Item Dependency Defect. Characters may use this Sub-Attribute over multiple rounds. Each time a Negaverse/Dark warrior initiates the Energy Drain Sub-Attribute, he or she must “burn” 5 points of personal Energy Points.

- Level 1 5 Energy Points are drained from the victim.
- Level 2 10 Energy Points are drained from the victim.
- Level 3 15 Energy Points are drained from the victim.
- Level 4 20 Energy Points are drained from the victim.
- Level 5 25 Energy Points are drained from the victim.
- Level 6 30 Energy Points are drained from the victim.



Example: Jedite was capable of draining a substantial amount of energy from his victims, possessing a Level 3 Sub-Attribute (15 Energy Points). However, when he used flowers from the Love Line radio show to drain human energy, Jedite was only able to use the Sub-Attribute at Level 2 (10 Energy Points) — one Level less than his actual ability. Both methods of draining energy reduced his own Energy Point total by 5 points.

Environmental Control (4 points/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: Soul

The Environmental Control Sub-Attribute allows a character to affect his or her immediate surroundings while outside the Negaverse through the manipulation of negative energy. The character must be within visual range of the specific target area to control its environment. However, if the character cannot see the target area (behind a wall, beneath the ground, etc.) he or she can still control its environment with limited accuracy if it is within a 100 foot range. The environments that can be controlled include: electrical power, weather, the four elements (Earth, Air, Water, and Fire), perception of space (height, width, and depth), material density, gravity, magnetic forces, light/darkness, sound, and many others. Unlike the



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Senshi/Knight Elemental Control Sub-Attribute, the Environmental Control Sub-Attribute does not limit the character to one single aspect of the environment. The character has the potential to control any and all environment details. Each use of this Sub-Attribute drains 5 Energy Points from the character.

- Level 1 The character has little environmental control.
- Level 2 The character has moderate environmental control. Twice as talented as the previous Level.
- Level 3 The character has good environmental control. Twice as talented as the previous Level.
- Level 4 The character has great environmental control. Twice as talented as the previous Level.
- Level 5 The character has extreme environmental control. Twice as talented as the previous Level.
- Level 6 The character has primal environmental control. Twice as talented as the previous Level.

Examples: When Zoycite is preparing to battle Darien for the Rainbow Crystals, Malachite demonstrates good Environmental Control (Level 3) when he causes a power blackout over the entire city. Before the battle, Zoycite uses her ability to turn Tokyo Tower into a crystal fortress, collapse an entire level, trap Darien and Serena in an elevator, and send the elevator to the roof. This clearly shows that Zoycite has a great control over the environment (Level 4).

Mind Control (2 points/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: Mind

Warriors from the Negaverse often use the Mind Control Sub-Attribute to gain human allies, allowing the warrior to either gather additional soul energy or attack enemies from a safe distance. This is done either through direct mind contact, or through the use of an item that enhances mind control (see the Item Dependency Defect on page 54). In order to establish dominance over a human's mind, the character must make a successful Mind Stat check, modifying the dice roll by the difference between the target's Mind Stat and the aggressor's Mind Stat. For example, if a Negaverse warrior with a Mind Stat of 7 tried to control the mind of a target with a Mind Stat of 4, the Mind Stat check would be easier to accomplish after the -3 modifier to the dice roll (since $4-7=-3$). However, if the target had a Mind Stat of 12, the Mind Stat check would be more difficult to accomplish after the +5 modifier to the roll (since $12-7=+5$). Should the target of the Mind Control have a Soul Stat which is greater than his or her Mind Stat, the Stat check dice rolls would be modified by the difference between the target's Soul Stat and the aggressor's Mind Stat (reflecting the target character's force of will).





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Once Mind Control has been established it remains until the dominant character willingly relinquishes control, or when the aggressor or the victim is rendered unconscious (sleeping has no effect on the mind control). A character need not control every thought and action of his or her victims, but can allow them to live normal lives. The character can then regain instantaneous control later, even over incredible distances or between dimensions (such as the universe and the Negaverse). Should the character overestimate his or her control over the victim and order an action beyond those listed for the relevant Sub-Attribute Level below, the character must immediately make a Mind Stat check. The roll is modified by a +2 penalty for each Level of difference between the character's current ability Level and the Level of the desired effect. A success means that the order must be executed by the controlled victim, but a failure results in the total loss of mind control until the contact is reestablished as before.

As an example, assume a character possesses the Mind Control Sub-Attribute at Level 1 and has established mind contact with a victim to read his surface thoughts. If the character tries to force his victim to attack a close relative (a Level 3 ability), the player must make a Mind Stat check with the dice roll modified by a +4 penalty (since Level 3-Level 1=2; $2 \times 2=4$). If the Stat check is successful, the victim must execute the order. If the Stat check is unsuccessful, the character loses the mind control over her victim.

Humans who have been mind controlled never remember any events that occurred during that time period but simply have a gap in their memories. Each use of this Sub-Attribute drains 20 Energy Points from the Negaverse character. Player Characters should only be placed under Mind Control for extended periods of time in exceptional circumstances.

- Level 1** The character possesses little mind control ability. He or she can read a single victim's surface thoughts and plant simple, non-aggressive suggestions.
- Level 2** The character possesses moderate mind control ability. He or she can read a single victim's deep thoughts and plant complex, non-aggressive suggestions. Additionally, brief events can be erased from a victim's memory.
- Level 3** The character possesses good mind control ability. He or she has the capabilities of Level 2, but can also plant aggressive suggestions. For non-aggressive suggestions only, the character can control 2-6 people.
- Level 4** The character possesses great mind control ability. He or she has the capabilities of Level 3, and can exert total control over several people (2-6) simultaneously.
- Level 5** The character possesses extreme mind control ability. He or she has the capabilities of Level 3, and can exert total control over large groups of people (7-20) simultaneously.
- Level 6** The character possesses primal mind control ability. He or she has the capabilities of Level 3, and can exert total control over very large groups of people (21-50) simultaneously.

Examples: Prince Diamond demonstrates a good ability in the Mind Control Sub-Attribute (Level 3) when he convinces the Sailor Scouts that they cannot move during Sailor Moon's kidnapping, and when he tries to force Sailor Moon to say that she loves him. Jedite demonstrates great Mind Control (Level 4) when he forces three bodybuilders to attack Sailor Moon at a fitness club.

Negaverse Attack (4 points/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: None (uses Attack Combat Value)

The dark servants of the Negaverse and other evil forces can channel raw negative energies through their bodies to execute terrifying attacks on their victims. Unlike their Sailor *Senshi*/Knight counterparts, characters with ability in the Negaverse Attack Sub-Attribute can alter the outward appearance of their attack whenever they desire. This ability makes for an adaptable combat technique that can be both dangerous and visually captivating. For example, a character's attack can resemble a fireball during one encounter, black energy bolts the next, and be completely invisible during the third. The visual appearance of the attack bears no effect on the delivered damage, but may provide the character with other advantages (like a fire-based attack's ability to burn down a forest). Even with this flexibility, a character may decide to unify the appearance of his or her attacks for stylistic purposes (a "signature" attack).

The Negaverse Attack has a distinct advantage over the Sailor *Senshi* Attack (but not the Knight Attack) when the two attacks collide in direct opposition. During these positive and negative energy conflicts, the damage value of the Negaverse Attack is doubled. The new damage value of the Negaverse warrior's attack is compared to the damage value of the Sailor Scout's attack (or combined total if two or more Scouts have combined their attacks). The character or team with the greater damage value will overwhelm the opponent's attack within a single round. The damage delivered to the defeated character or characters in that combat round is equal to the difference in the damage value between the stronger and weaker attack. However, if the difference is within 10 damage points, the attacks simply cancel each other. Additionally, for differences of less than 10 points, the weaker character can only be overwhelmed during a sustained attack by the enemy, and this may require several rounds to accomplish. In order for any Negaverse Attack to succeed, the player must make a successful Attack roll, and the opponent must not make a successful defense roll. For more information regarding combat, see page 121 of *Chapter 3: Game Mechanics*.



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Energy points are consumed each time a character uses this Sub-Attribute. These points are lost even if the attack misses the opponent due to the player's failed attack roll or the opponent's successful defense roll. The number of Energy Points consumed is equal to 5 points multiplied by the Level of the attack. For example, Alan has a moderately powerful attack (Level 3) which consumes 15 Energy Points after each use. If any Negaverse attack is sustained for multiple rounds, the number Energy Points consumed is reduced to 3 points per Level each round after the first. Thus Alan's attack would only consume 9 Energy Points in the second and subsequent rounds of a sustained attack.

- Level 1 The character's attack delivers 10 points of damage.
- Level 2 The character's attack delivers 20 points of damage.
- Level 3 The character's attack delivers 30 points of damage.
- Level 4 The character's attack delivers 40 points of damage.
- Level 5 The character's attack delivers 50 points of damage.
- Level 6 The character's attack delivers 60 points of damage.

Example: Malachite's attack is very powerful (Level 4), costing 16 Power Points (Level 4 x 4 points/Level = 16 points). Each attack drains 20 Energy Points from his current total (4x5=20) and delivers 40 points of damage to his opponent, or 80 points when opposing an attack from a Sailor Scout. A sustained attack still delivers 40 damage points, but only drains 12 Energy Points each round (4x3=12).



Negaverse Item (3 points/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: Usually none, but sometimes Soul

This Sub-Attribute describes any item from the Negaverse or another dark force that either directly enhances a character in some way, or one that serves as a tool or weapon. These items may include magical items (like a crystal ball), a technologically advanced item (like an organic computer with artificial intelligence), items created by powerful beings (like a soul-capturing weapon), or items considered unusual or bizarre (like a telekinetic pet dragon). Players should discuss this Sub-Attribute with the GM during character creation to determine what game effects the Negaverse Item possesses, and the exact nature of how the item works.

- Level 1 The item offers a small advantage to the character.
- Level 2 The item offers a moderate advantage to the character.
- Level 3 The item offers a good advantage to the character.
- Level 4 The item offers a great advantage to the character.
- Level 5 The item offers an extreme advantage to the character.
- Level 6 The item offers a primal advantage to the character.

Examples: The Black Homing Crystal Queen Beryl gives to Zoycite to track the seven Rainbow Crystal carriers offers her a moderate advantage (Level 2). When Rini becomes Wicked Lady under Wiseman's influence, her Luna Ball fills with negative energy as well. The evil Luna Ball is helpful in combat against the Sailor Scouts, providing Wicked Lady with a great advantage (Level 4). Although Prizma does not get the opportunity to realize its full potential before it was destroyed, Wiseman's Negamoon Strobe has the capability to offer her an extreme advantage (Level 5).

Negaverse Magic (2 points/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: Mind

Knowledge of Negaverse Magic allows a character to cast a number of "spells" that defy the known laws of the universe. The "spells" are actually manifestations of negative energy manipulated to create the desired effect by the user. This Sub-Attribute should be discussed with the GM during character creation to determine the boundaries of the magical effects. The effects are limited, however, and can only give a small or moderate advantage to the character. Combat spells can deliver a maximum of 5 points of damage for each Negaverse/Dark Powers Attribute Level the character possesses. Thus if a character possesses Level 4, he or she can cause up to 20 damage points through a direct magical assault.



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Using Negaverse Magic outside the Negaverse can be exhausting, consuming 5 Energy Points for each magical spell cast whether the casting was a success or a failure. Negaverse Magic use is classified as either contested (directly affects another character or NPC) or uncontested (does not directly affect another character or NPC). Uncontested spells do not usually require a Mind Stat check dice roll unless the GM deems the casting conditions to be unfavourable (like casting a fireball spell underwater). Contested spells do require a dice roll, but the type of roll depends on the purpose of the spell being cast. For offensive or defensive combat spells such as negative energy bolts or forcefields, a normal attack or defense combat roll is required (see page 120 of *Chapter 3: Game Mechanics*). For contested non-combat spells (like casting an illusion to confuse a Sailor Scout), the player must roll a successful Mind Stat check (see page 119 of *Chapter 3: Game Mechanics*). The Negaverse spell effects must be listed on the character sheet for the GM to approve before the game. The spell types can only be changed with the approval of the GM once the game has started.

- Level 1 The character knows how to produce 1-3 Negaverse magical effects (or spells).
- Level 2 The character knows how to produce 4-6 Negaverse magical effects (or spells).
- Level 3 The character knows how to produce 7-9 Negaverse magical effects (or spells).
- Level 4 The character knows how to produce 10-12 Negaverse magical effects (or spells).
- Level 5 The character knows how to produce 13-15 Negaverse magical effects (or spells).
- Level 6 The character knows how to produce 16-18 Negaverse magical effects (or spells).



Examples: Nearly all the villains presented in the first two seasons of Sailor Moon use Negaverse or Dark Magic to some extent. Some of the spells used include: levitation, teleportation, flight, pyrokinesis, limited invisibility, create matter, create illusions, project image, telekinetics, telepathy, open Negaverse portal, cause eternal sleep, limited elemental control, create explosions, render unconsciousness, voice projection and others. Players need not limit themselves to these examples.

Positive Energy Deflection (2 points/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: Soul

The negative energy that fills the body of those who serve the Negaforce (or another dark force) can be used to defend against a Sailor *Senshi* or Knight Attack. If the player makes a successful Soul Stat check dice roll, a number of damage points can be deflected away from his or her character each combat round. The deflected damage points simply dissipate into the environment. If the number of points deflected is greater than the attack damage delivered, the attack does not harm the Negaverse warrior at all. Should the attack damage delivered be greater than the number of points deflected, the character reduces his or her current Health Point total by the difference between the two values.

This Sub-Attribute can defend against any number of attacks each round, but the total damage points deflected in a single round remains constant. Additionally, the character must be aware of the Sailor *Senshi* or Knight attack to actively deflect the delivered damage and thus sneak attacks (or underestimated attacks) can potentially get past this deflection barrier. The Positive Energy Deflection Sub-Attribute is particularly useful when combined with the Negaverse Attack Sub-Attribute since a Negaverse attack can effectively deflect damage as well when it directly opposes the powers of a Sailor Scout (see the Negaverse Attack Sub-Attribute, page 41).

- Level 1 The character can deflect 20 points of positive energy each round. Bonus of -2 to Soul Stat checks.
- Level 2 The character can deflect 40 points of positive energy each round. Bonus of -2 to Soul Stat checks.
- Level 3 The character can deflect 60 points of positive energy each round. Bonus of -4 to Soul Stat checks.
- Level 4 The character can deflect 80 points of positive energy each round. Bonus of -4 to Soul Stat checks.
- Level 5 The character can deflect 100 points of positive energy each round. Bonus of -6 to Soul Stat checks.
- Level 6 The character can deflect 120 points of positive energy each round. Bonus of -6 to Soul Stat checks.



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Examples: Many of Alan and Ann's cardians can withstand the Level 2 attacks from the Scouts (which deliver 30 points of damage), but are destroyed by the Scouts' powered-up Level 3 attacks (which deliver 60 points of damage). This clearly demonstrates that those particular cardians possess a Level 2 Sub-Attribute, which deflects 40 damage points. Malachite shows that he can deflect the attacks from several Scouts in the same round (Level 5).

Summon/Control Servant (2 points/Level)

Type: Negaverse/Dark Sub-Attribute

Relevant Stat: Soul

Yoma, cardians, and droids are all servants who have been summoned and controlled by a character who works for the Negaverse or another dark force. The powers and appearance of the dark servants can vary greatly and thus there is a special section devoted to their creation (see page 154 of *Chapter 5: The Game Master's Section*). Once a servant is summoned, it will remain under the control of its master until it is destroyed or dismissed from service. The servant can either assume a physical form immediately, or can be attached to an object or human soul to emerge at a later date. If the player fails a Soul Stat check dice roll, the summoned creature becomes a rogue servant and will not listen to his or her character's commands (and may even decide to attack the summoning character!)

Summoning a servant "burns" Energy Points by 10 points.



- Level 1 The character can summon and control 1-2 weak servants.
- Level 2 The character can summon and control 3-5 weak servants.
- Level 3 The character can summon and control 6-8 weak servants or 1-2 servants of moderate power.
- Level 4 The character can summon and control 9-12 weak servants, 3-5 servants of moderate power, or 1-2 strong servants.
- Level 5 The character can summon and control more than 12 weak servants, 6-8 servants of moderate power, 3-5 strong servants, or 1-2 very strong servants.
- Level 6 The character can summon and control 9-12 servants of moderate power, 6-8 strong servants or 3-5 very strong servants.

Examples: Jedite can summon and control 3-5 weak yoma (Level 2). Nephrite possesses a Level 3 in this Sub-Attribute, but prefers to infuse the energy of one moderately powerful yoma into the personal belongings of his targets. Emerald can summon one, or sometimes two, strong droids from her dark wedges (Level 4). Alan and Ann usually summon one strong or very strong cardian at a time (Level 5). Queen Beryl's position in the Negaverse allows her to summon plenty of servants, ranging from the weak to the very strong (Level 6).

Neutral Attributes

Acrobatics (1 point/Level)

Type: Neutral Attribute

Relevant Stat: Body

Acrobatics gives a character the ability to perform a wide array of gymnastic feats including flips, jumps, bends, and contortions. At higher levels, the Acrobatics Attribute also allows the character to temporarily change the Law of Gravity (or at least it sure looks that way!) See page 59 of *Step 6: Derived Values* for more information on the Defense Combat Value.

- Level 1 The character knows a wide range of basic acrobatic manoeuvres.
- Level 2 The character is skilled. Twice as talented as the previous level.
- Level 3 The character is very skilled. Twice as talented as the previous level.
- Level 4 The character possesses world-class skill. Twice as talented as the previous level.
- Level 5 The character possesses unparalleled skill. Twice as talented as the previous level.
- Level 6 The character possesses immeasurable skill. Twice as talented as the previous level.



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Examples: Though often clumsy, Sailor Moon can become quite agile when dodging attacks and running away from danger (Level 1). Sailor Mercury is more graceful than Sailor Moon (Level 2), but does not have the talent for acrobatics that Sailor Mars possesses (Level 3). Sailor Venus is a champion athlete and can perform an even wider range of complex manoeuvres (Level 4).

Appearance (1 point/Level)

Type: Neutral Attribute

Relevant Stat: Body

This Attribute reflects physical attractiveness and prowess. A character lacking points in this Attribute is considered to be of average appearance. Values of 4, 5 or 6 increase the Art of Distraction Attribute by 1, 2 or 3 Levels respectively, but only when the character is visible to his or her audience.

- Level 1 The character is moderately attractive.
- Level 2 The character is quite attractive.
- Level 3 The character is very attractive.
- Level 4 The character is extremely attractive. Art of Distraction Attribute is increased by 1 Level.
- Level 5 The character possesses legendary beauty. Art of Distraction Attribute is increased by 2 Levels.
- Level 6 The character possesses unparalleled beauty. Art of Distraction Attribute is increased by 3 Levels.



Examples: Avery and Prizma are moderately attractive (Level 1), while Zoycite and Ann and Prince Diamond are very attractive (Level 3). Darien, Nephrite, Sapphire, and Wicked Lady are extremely attractive (Level 4) which increases their Art of Distraction Attributes by 1 Level (or simply gives them Level 1 in the Attribute without requiring the expenditure of Character Points).

Art of Distraction (1 point/Level)

Type: Neutral Attribute

Relevant Stat: Soul

The Art of Distraction Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, hand signals, television broadcast, illusionary image, written word, etc.) This Attribute may be modified by the Appearance Attribute, but only if the character is visible to his or her audience (see the Appearance Attribute description).

- Level 1 The character can distract one person or animal.
- Level 2 The character can distract up to two people or animals.
- Level 3 The character can distract a small crowd (1-10 people or animals).
- Level 4 The character can distract a medium crowd (11-50 people or animals).
- Level 5 The character can distract a large crowd (50-200 people or animals).
- Level 6 The character can distract a very large crowd (200-1000 people or animals).

Example: Darien, usually in the guise of Tuxedo Mask, can distract small crowds of people (Level 3), but because he gains one extra Level in this Attribute from the Appearance Attribute, it only requires 2 Character Points (the cost of Level 2).

Combat Mastery (2 points/Level)

Type: Neutral Attribute

Relevant Stat: None (uses Combat Value)

This Attribute reflects the character's intimate knowledge of a wide range of offensive and defensive combat techniques, covering all aspects of armed and unarmed encounters (including ranged weapons). This attribute also enhances the Sailor Senshi Attack Sub-Attribute, the Knight Attack Sub-Attribute and the Negaverse Attack Sub-Attribute. See page 59 of *Step 6: Derived Values* for more information on the Combat Value.



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- Level 1 The character's Combat Value is increased by 1 point.
- Level 2 The character's Combat Value is increased by 2 points.
- Level 3 The character's Combat Value is increased by 3 points.
- Level 4 The character's Combat Value is increased by 4 points.
- Level 5 The character's Combat Value is increased by 5 points.
- Level 6 The character's Combat Value is increased by 6 points.

Examples: Alan and Ann have a moderate amount of combat training (Level 2), while Wiseman is a very skilled warrior (Level 3).

Damn Healthy! (1 point/Level)

Type: Neutral Attribute
Relevant Stat: None

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage in combat. The Damn Healthy! Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 59 of *Step 6: Derived Values* for more information on Health Points.

- Level 1 The character's Health Points are increased by 10 points.
- Level 2 The character's Health Points are increased by 20 points.
- Level 3 The character's Health Points are increased by 30 points.
- Level 4 The character's Health Points are increased by 40 points.
- Level 5 The character's Health Points are increased by 50 points.
- Level 6 The character's Health Points are increased by 60 points.

Example: Sapphire demonstrates a remarkable ability to withstand physical abuse when he survives not just one, but two of Wiseman's deadly attacks (Level 6). It was not until the third attack that Sapphire finally succumbs to his injuries.

Divine Relationship (1 point/Level)

Type: Neutral Attribute
Relevant Stat: None

A character possessing a Divine Relationship has powerful forces acting as his or her Guardian, which can beneficially influence the outcome of important events. This relationship is represented through the re-rolling of undesirable dice rolls.

- Level 1 The player may re-roll any 1 dice roll each game session.
- Level 2 The player may re-roll any 2 dice rolls each game session.
- Level 3 The player may re-roll any 3 dice rolls each game session.
- Level 4 The player may re-roll any 4 dice rolls each game session.
- Level 5 The player may re-roll any 5 dice rolls each game session.
- Level 6 The player may re-roll any 6 dice rolls each game session.

Example: Rini's luck manages to keep her from being kidnapped by the Negamoon family (Level 1).

Energy Bonus (1 point/Level)

Type: Neutral Attribute
Relevant Stat: None

Possessing this Attribute increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need, such as fuelling *Senshi*, Knight or Negaverse Attacks. See page 59 of *Step 6: Derived Values* for information on Energy Points and their uses.

- Level 1 The character's Energy Points are increased by 10 points.
- Level 2 The character's Energy Points are increased by 20 points.
- Level 3 The character's Energy Points are increased by 30 points.
- Level 4 The character's Energy Points are increased by 40 points.
- Level 5 The character's Energy Points are increased by 50 points.
- Level 6 The character's Energy Points are increased by 60 points.

Examples: The Sailor Scouts have additional energy reserves with which they power their Sailor Senshi Attacks (Level 1). Sailor Moon has significantly more energy (Level 6) to power her more strenuous attacks.

Extra Attacks (4 points/Level)

Type: Neutral Attribute
Relevant Stat: None

This Attribute reflects the character's ability to use every combat situation to his or her benefit. Each round, the character may take additional offensive and defensive actions, provided that the attacks and defenses are all similar in nature (eg. all hand-to-hand, all ranged, all using the *Senshi*, Knight or Negaverse Attack Sub-Attribute, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person. The attacks are usually carried out at the same time, during the same initiative number (see page 122 of *Chapter 3: Game Mechanics*).

- Level 1 The character gains 1 extra attack and defense each round.
- Level 2 The character gains 2 extra attacks and defenses each round.
- Level 3 The character gains 3 extra attacks and defenses each round.
- Level 4 The character gains 4 extra attacks and defenses each round.
- Level 5 The character gains 5 extra attacks and defenses each round.
- Level 6 The character gains 6 extra attacks and defenses each round.

Example: The first two seasons of Sailor Moon does not show any of the major protagonists or villains attacking more than once each combat round.



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Focused Combat (1 point/Level)

Type: Neutral Attribute

Relevant Stat: None (uses Combat Value)

This Attribute is similar to the Combat Mastery Attribute, but refers to only one specific form of combat. This can include one type of weapon, one martial art or one combat condition (underwater, free-fall, darkness, at sunset or sunrise, during a full moon, etc.) The Attribute can also apply to the Sailor Senshi Attack Sub-Attribute, the Knight Attack Sub-Attribute, or the Negaverse Attack Sub-Attribute. See page 59 of *Step 6: Derived Values* for more information on the Combat Value.

- Level 1 The character's Combat Value is increased by 1 point for the specific condition.
- Level 2 The character's Combat Value is increased by 2 points for the specific condition.
- Level 3 The character's Combat Value is increased by 3 points for the specific condition.
- Level 4 The character's Combat Value is increased by 4 points for the specific condition.
- Level 5 The character's Combat Value is increased by 5 points for the specific condition.
- Level 6 The character's Combat Value is increased by 6 points for the specific condition.

Example: Although Sailor Mercury is not particularly adept at hand-to-hand combat (Attack Combat Value of 6), she possesses a Level 3 Focused Combat for her Sailor Senshi Attack. Thus, the Attack Combat Value for her energy-based attacks is raised to 9.



Fortified Body (1 point/Level)

Type: Neutral Attribute

Relevant Stat: None

A character with a Fortified Body receives a bonus to the Body Stat. The increase cannot raise the Stat above 12.

- Level 1 The character's Body Stat is increased by 1 point.
- Level 2 The character's Body Stat is increased by 2 points.
- Level 3 The character's Body Stat is increased by 3 points.
- Level 4 The character's Body Stat is increased by 4 points.
- Level 5 The character's Body Stat is increased by 5 points.
- Level 6 The character's Body Stat is increased by 6 points.

Examples: Tuxedo Mask/Prince Darien, Sailor Jupiter, and Malachite each possess 1-2 Levels in this Sub-Attribute.

Heightened Negaverse Power (1 point/Level)

Type: Neutral Attribute

Relevant Stat: None

Possessing this Attribute increases the number of Power Points available for use in acquiring additional Negaverse/Dark Sub-Attributes (see page 38). This Attribute is only available to servants of the Negaverse or other dark forces.

- Level 1 The character gains an additional 4 Power Points.
- Level 2 The character gains an additional 8 Power Points.
- Level 3 The character gains an additional 12 Power Points.
- Level 4 The character gains an additional 16 Power Points.
- Level 5 The character gains an additional 20 Power Points.
- Level 6 The character gains an additional 24 Power Points.

Example: Emerald possesses a Level 2 in the Negaverse/Dark Powers Attribute, which provides her with 40 Power Points for Sub-Attributes. Emerald's many talents require a total of 48 Power Points and thus she also possesses the Heightened Negaverse Power at Level 2.

Heightened Senses (1 point/Level)

Type: Neutral Attribute

Relevant Stat: Body

A character with Heightened Senses will have an acute perception of taste, touch, sight, smell, and hearing compared to those of an average human adult. Players looking for information about the "sixth sense" should see the Supernatural Training Attribute. Alternatively, a character may possess only one Heightened Sense at a greatly increased level of perception



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(shown in brackets below). Objects that enhance a character's senses (for example, the red balls in Sailor Moon's hair that can greatly enhance her hearing) are not covered by this Attribute, but by the *Senshi/Knight* or *Negaverse/Dark Item of Power* Sub-Attribute (page 31 or page 38).

- Level 1 The character has a slight heightening of all senses (or twice as sharp for one single heightened sense).
- Level 2 The character's senses are all twice as sharp (or four times as sharp for one single heightened sense).
- Level 3 The character's senses are all three times as sharp (or six times as sharp for one single heightened sense).
- Level 4 The character's senses are all four times as sharp (or eight times as sharp for one single heightened sense).
- Level 5 The character's senses are all five times as sharp (or ten times as sharp for one single heightened sense).
- Level 6 The character's senses are all six times as sharp (or twelve times as sharp for one single heightened sense).

Example: Wiseman's body has evolved past a normal mortal form into an entity known as "The Doom Phantom". This change allows Wiseman to sense the world around him more intensely than most humans (Level 2).

Heightened *Senshi/Knight* Power (1 point/Level)

Type: Neutral Attribute

Relevant Stat: None

Possessing this Attribute increases the number of Power Points available for use in acquiring additional *Senshi/Knight* Sub-Attributes (see page 31). This Attribute is only available to Sailor Scout or Knight characters.

- Level 1 The character gains an additional 2 Power Points.
- Level 2 The character gains an additional 4 Power Points.
- Level 3 The character gains an additional 6 Power Points.
- Level 4 The character gains an additional 8 Power Points.
- Level 5 The character gains an additional 10 Power Points.
- Level 6 The character gains an additional 12 Power Points.

Example: Sailor Moon possesses a Level 5 in the Senshi/Knight Powers Attribute, which provides her with 50 Power Points for Sub-Attributes. Sailor Moon's many talents require a total of 64 Power Points and thus she also possesses the Heightened Senshi/Knight Power at Level 7. Extending the Sub-Attribute effects past Level 6 results in the addition of 14 Power Points to Sailor Moon's previous total of 50 (for a new total of 64 points). The number of Power Points (14) is simply 2 points greater than Level 6 (12).

Massive Damage (2 points/Level)

Type: Neutral Attribute

Relevant Stat: None

A character with the Massive Damage attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage. This knowledge can be applied to any form of physical combat including armed, unarmed, martial arts, ranged weapons and magical or energy-based attacks. Naturally, the character's attack must be successful to inflict any damage, and the target must not successfully defend. Physical strength is not the only key to delivering massive damage — the ability to see the weakness in any human, alien or animal body is far more important.

The damage modifier only applies to attacks in which the character has direct influence. For example, a character launching an energy-based ability is in direct control of the attack, but the same character does not have influence over a deadly bomb on a three-day timer. For more information on physical combat and damage, see page 121 of *Chapter 3: Game Mechanics*.

- Level 1 All damage delivered in combat is increased by 5 points.
- Level 2 All damage delivered in combat is increased by 10 points.
- Level 3 All damage delivered in combat is increased by 15 points.
- Level 4 All damage delivered in combat is increased by 20 points.
- Level 5 All damage delivered in combat is increased by 25 points.
- Level 6 All damage delivered in combat is increased by 30 points.

Example: Sailor Jupiter is quite skilled at combat and knows exactly where to hit an opponent to deliver maximum attack damage (Level 3).





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Powerful Mind (1 point/Level)

Type: Neutral Attribute

Relevant Stat: None

A character with a Powerful Mind receives a bonus to the Mind Stat. The increase cannot raise the Stat above 12.

- Level 1 The character's Mind Stat is increased by 1 point.
- Level 2 The character's Mind Stat is increased by 2 points.
- Level 3 The character's Mind Stat is increased by 3 points.
- Level 4 The character's Mind Stat is increased by 4 points.
- Level 5 The character's Mind Stat is increased by 5 points.
- Level 6 The character's Mind Stat is increased by 6 points.

Examples: Queen Beryl, Sailor Mercury, and Wiseman each possess 1-4 Levels in this Sub-Attribute.

Special Attack/Defense (2 points/Level)

Type: Neutral Attribute

Relevant Stat: None (uses Attack/Defense Combat Value)

A Special Attack or Defense is one that is not detailed in the rules concerning combat, or covered under the *Senshi*/Knight or *Negaverse*/Dark Sub-Attributes. Discuss this Attribute with the GM to determine what game effects the Special Attack or Special Defense possesses. Special abilities that provide both offensive and defensive advantages require the player to acquire two Attributes for his or her character — one Special Attack Attribute and one Special Defense Attribute. See *Step 6: Derived Values* for more information on the Attack and Defense Combat Values.

- Level 1 The character gains +1 to the Attack or Defense Combat Value, plus a small special attack or defense effect.
- Level 2 The character gains +2 to the Attack or Defense Combat Value, plus a moderate special attack or defense effect.
- Level 3 The character gains +3 to the Attack or Defense Combat Value, plus a large special attack or defense effect.
- Level 4 The character gains +4 to the Attack or Defense Combat Value, plus a major special attack or defense effect.
- Level 5 The character gains +5 to the Attack or Defense Combat Value, plus an extremely powerful special attack or defense effect.
- Level 6 The character gains +6 to the Attack or Defense Combat Value, plus a primal-powered special attack or defense effect.

Examples of Special Attacks: weakness detection, disease transfer, Health Point drain, paralysis touch, venom/poison production, disintegration ray, any attack that mimics a magical effect, etc.

Examples of Special Defenses: armoured skin, immunity to any one attack, invulnerability, resistance to elements, danger sense, mind block, any defense that mimics a magical effect, etc.

Speed (1 point/Level)

Type: Neutral Attribute

Relevant Stat: Body

The Speed Attribute dictates how quickly a character can potentially move (run, swim, fly) in comparison to an average human adult. Level 1, 2 or 3 is comparable to a character with a Body Stat of 10, 11 or 12 respectively. Thus if a character possesses a Body Stat of 10, 11 or 12, his or her Speed Attribute starts at Level 1, 2 or 3 respectively (without requiring Character Points). At Level 3 and above the character gains an Initiative bonus when engaged in physical combat; at Level 4 the character's Combat Value is also increased (*Chapter 3: Game Mechanics*, page 121).

- Level 1 The character is one and one-half times faster than an average human adult.
- Level 2 The character is two times faster than an average human adult.
- Level 3 The character is three times faster than an average human adult, gaining a +1 to Initiative.
- Level 4 The character is four times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +2 to Initiative.
- Level 5 The character is five times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +3 to Initiative.
- Level 6 The character is six times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +4 to Initiative.

Examples: Catzi possesses quick reflexes, and uses them to her advantage in combat (Level 1). Prince Diamond and Wicked Lady are extremely fast, and can sneak up on their enemies. (Level 2).

Strong Soul (1 point/Level)

Type: Neutral Attribute

Relevant Stat: None

A character with a Strong Soul receives a bonus to the Soul Stat. The increase cannot raise the Stat above 12.

- Level 1 The character's Soul Stat is increased by 1 point.
- Level 2 The character's Soul Stat is increased by 2 points.
- Level 3 The character's Soul Stat is increased by 3 points.
- Level 4 The character's Soul Stat is increased by 4 points.
- Level 5 The character's Soul Stat is increased by 5 points.
- Level 6 The character's Soul Stat is increased by 6 points.

Examples: Sailor Moon, Sailor Mars, and Sapphire each possess 1-3 Levels in this Sub-Attribute.



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Example: Raye is a Shinto fire priestess and thus has received training about the supernatural through most of her life. She can detect the presence of a nearby supernatural creature (a Level 2 ability) and perform Fire Readings to identify the cause of mysterious city-wide occurrences (a Level 3 ability). Using her ofuda (anti-evil scroll) strike, Raye can also exorcise possessed souls and disorient supernatural creatures (a Level 4 ability).

Unique Character Attribute (1-4 points/Level)

Type: Neutral Attribute

Relevant Stat: Varies

This section covers any and all Character Attributes not detailed in the rules. Often one single point in a Unique Character Attribute is sufficient to give the character “flavour”, but more points can be allotted to enhance the effects on game play, and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Character Attribute possesses.

- Level 1 The Attribute has little character or game effect.
- Level 2 The Attribute has a moderate character or game effect.
- Level 3 The Attribute has a large character or game effect.
- Level 4 The Attribute has a major character or game effect.
- Level 5 The Attribute has an extreme effect on the character or game.
- Level 6 The Attribute has a primal effect on the character or game.

Examples: Possible Unique Character Attributes include: ability to create forcefields, healing touch, immortality, invisible friend, link with animals, magnetic personality, Midas Touch, plant affinity, regeneration, stretching powers, time travel, water breathing, wings, X-ray vision, etc.



Supernatural Training (1 point/Level)

Type: Neutral Attribute

Relevant Stat: Soul

A character with this Attribute has some knowledge of supernatural forces and has studied the history and power behind them. This knowledge can help a character detect and identify supernatural elements within the universe. Characters with considerable training can also create wards against supernatural creatures, dispel them, or even develop an immunity to their powers. This Attribute is particularly suited to priests and priestesses of the Shinto and other religions.

- Level 1 The character has studied supernatural forces to a limited extent and is aware of the powers creatures can possess.
- Level 2 The character can detect the presence of a nearby supernatural element and can usually avoid a surprise attack. The character can also identify the cause of a nearby problem or mystery if it is related to the supernatural.
- Level 3 Similar to Level 2, but the character’s detection range increases dramatically (covering an entire city or other large region).
- Level 4 The character possesses Level 3 abilities and can create supernatural wards to prevent creatures from entering buildings or attacking protected humans. When thrown at supernatural beings, the wards can also exorcise creatures from possessed human souls, or confuse and disorient them.
- Level 5 The character possesses Level 4 abilities and can send a supernatural creature back to the realm from which it originated (usually the Negaverse). The creature remains trapped in its realm until released by a significantly more powerful force.
- Level 6 The character possesses Level 5 abilities and cannot be directly harmed by the supernatural creature or event. The character can still be injured by indirect attacks, however (such as being crushed by a collapsing building during a supernatural earthquake).



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Step 5: Character Defects

Defects are small disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. *Sailor Moon* characters are far from perfect, and Defects serve as an excellent, and often comical, role-playing opportunity. Defects only impede your character to a limited extent however, and are not intended to totally negate his or her many abilities. By taking a Character Defect you can gain one or two Bonus Points (BP) to use for acquiring Character Attributes (explained in *Step 4: Character Attributes*). After you have selected your character's Defects, return to the previous step to use your Bonus Points. The Character Defects available are listed in **Table 2-3: Character Defects**. It is recommended that you assign no more than 8 Defects to your character.

The Defect descriptions on the following pages indicate the possible effect on role-playing and any adjustments made to Stats or other character values. Each Defect description also suggests the character type that would most likely possess the Defect. When in doubt, consult the GM for details on how he or she plans to implement your character's Defects. The Defects that are commonly exhibited by characters in the *Sailor Moon* television series are listed below.

Sailor Scouts

Attack Gesture (Level 2), Attack Restriction (Level 1 or 2), Attack Words (Level 2), Item Dependency (Level 1), Powered After Transformation (Level 2) and Transformation Loss (Level 1).

Knights

Attack Restriction (Level 1 or 2), Powered After Transformation (Level 1 or 2), and Servitude (Level 2).

Negaverse/Dark Warriors

Phobia (Level 1 or 2) and Servitude (Level 2).

Karen still has to account for the 9 extra Character Points that she spent on Character Attributes for Amy/Sailor Mercury. Remembering the conditions under which the characters from the show perform their duties as Sailor Scouts, Karen assigns Amy the following Defects: Attack Gesture (Level 2), Attack Restriction (Level 1), Attack Words (Level 2), Item Dependency (Level 1), Powered After Transformation (Level 2) and Transformation Loss (Level 1). These Character Defects will return 9 Bonus Points to the character, which are used to eliminate the 9 Character Point deficit.

Table 2-3: Character Defects

Ageism	Attack Gesture
Attack Restriction	Attack Words
Awkward	Delicate Body
Easily Distracted	Empty Mind
Hollow Soul	Inept Combat
Item Dependency	Marked
Phobia	Physically Unappealing
Powered After Transformation	Recurring Nightmares
Servitude	Special Requirement
Taint of the Negaverse	Touched by Positive Energy
Transformation Loss	Unique Character Defect
Weakened Negaverse/Dark Power	Weakened Senshi/Knight Power

Ageism

Character Type: Sailor Scouts and possibly Knights

Sometimes a younger character just can't catch a break! Ageism is discrimination based solely on the age (or perceived age) of the character. Sailor Scouts are typically 14-20 years old while Knights usually range from 17-25 years of age. Characters with this Defect are younger than average and can be treated differently by others...especially other Sailor Scouts or Knights. Additionally, younger characters have to go to bed early, cannot go where the older characters are welcome, are not allowed to hold part time jobs, and do not have much money (though they may get a weekly allowance).

- 1 BP The character is slightly younger than average (9-13 for Sailor Scouts; 13-16 for Knights) and experiences a small degree of ageism.
- 2 BP The character is much younger than average (5-9 for Sailor Scouts; 7-12 for Knights) and experiences a large degree of ageism.





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Examples: Although Rini is not a Sailor Scout when she first arrives in the second season of the show, she experiences a large degree of ageism (2 BP). Serena and the others simply treat Rini as a young child, forgetting how mature Rini really is for her age. In later seasons of Bishojo Senshi Sailormoon, Rini (known in Japan as Chibi-Usa) is a little older and only experiences a small degree of ageism (1 BP) as a Sailor Scout trainee.

Attack Gesture

Character Type: *Sailor Scout*

A Sailor Scout with this Defect is required to perform an attack gesture or sequence before she can use her *Sailor Senshi* Attack Sub-Attribute. A character who is restrained, immobilized or otherwise unable to move cannot unleash her attack. Though the sequence only requires a few seconds to perform (it only looks longer on television), it can still be disrupted by an opponent who takes action on the same combat initiative value (see page 122 of *Chapter 3: Game Mechanics*). If the Scout receives any physical damage during her attack sequence, her attack gesture is disrupted and she cannot perform any other offensive actions in that combat round.

- 1 BP If the attack sequence is disrupted, the attack fails but the character retains the Energy Points that would have been consumed if the attack had been successful.
- 2 BP If the attack sequence is disrupted, the attack fails and the character loses the associated Energy Points as well.



Examples: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter and Sailor Venus all possess the Attack Gesture Defect (2 BP). They cannot use their powers to attack their opponent while restrained, and lose their combat action if their attack is ever disrupted.

Attack Restriction

Character Type: *Any*

A character with the Attack Restriction Defect has limitations on who he or she can attack because of moral reservations, emotional attachments, strict orders from a superior, or actual mental programming. The attack restriction can only be overcome during exceptional circumstances, and may result in harsh consequences including unbearable guilt or punishment by superiors. Refusing to attack normal or innocent people is not considered to be an actual restriction for Sailor Scouts or Knights, but a moral choice that places the character on the "Good Side".

- 1 BP The character's restriction applies to very few people, or the character has moderately strong reservations.
- 2 BP The character's restriction applies to a number of people, or the character has very strong reservations.

Examples: Most Sailor Scouts have reservations about attacking other Scouts or Knights but will do so if opposed directly (1 BP). Consequently, the Scouts are willing to battle Prince Darien when he is controlled by Queen Beryl. Sailor Moon, however, has extremely strong reservations about attacking her loved ones (including Prince Darien) and will not harm them unless her life is in danger (2 BP).

Attack Words

Character Type: *Sailor Scouts, but could be any*

When a Scout with this Defect performs her special attack, she must also say or yell the name of the attack. This makes it impossible to attack an enemy quietly. A character who is unable to speak (gagged, silenced by a Negaverse magical spell, has laryngitis) cannot unleash her attack. Although the attack name is only a few words long, its verbalization can still be disrupted by an opponent who takes action on the same combat initiative value (see page 122 of *Chapter 3: Game Mechanics*). The disruption does not prevent the Scout from taking a different action during the combat round, nor does it cause her to lose Energy Points.

- 1 BP The attack words must be whispered or verbalized at a normal sound level.
- 2 BP The attack words must be yelled.



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Examples: All Sailor Scouts, except Sailor Pluto, need to yell their attack name (2 BP). Sailor Pluto only needs to whisper her attack names (1 BP) — rather ironic, considering that her attack phrase is “Dead Scream”.

Awkward

Character Type: Any

A character with the Awkward Defect has not yet learned exactly how his or her body works, and consequently is very clumsy. This Defect has the nasty tendency of hindering the character at crucial moments — in times of stress, when great concentration is required, and sometimes even in combat. Awkward characters often lack self-confidence because they are afraid of messing up yet again. See *Step 6: Derived Values* for more information on the Combat Value.

- 1 BP The character is generally clumsy and accident prone.
- 2 BP The character is very awkward. Combat Value is decreased by 1 point.

Example: Sailor Moon gains 1 BP from possessing this Defect, which reflects how she regularly trips, falls, and drops things.



Delicate Body

Character Type: Any

A character with a Delicate Body suffers a penalty to the Body Stat. The penalty cannot lower the Stat below 1.

- 1 BP The character's Body Stat is decreased by 1 point.
- 2 BP The character's Body Stat is decreased by 2 points.

Example: Zoycite knows that she has a delicate body (2 BP), and avoids physical combat whenever she can.

Easily Distracted

Character Type: Any

Some characters are Easily Distracted by events, objects, people or ideas (called triggers). Notable examples of triggers include food, movie stars, hobbies, gossip, hot cars, music, their own looks, and cute members of the opposite sex. A character with this Defect will become enthralled with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers, but do not possess this Defect because their interest is moderated by their sense of judgment.

- 1 BP The character is distracted by one specific trigger, or by a broad trigger that is encountered infrequently.
- 2 BP The character is distracted by a number of triggers, or by one trigger that is encountered frequently.

Examples: Sailor Jupiter is easily distracted by cute guys that remind her of her old boyfriends (1 BP). Sailor Moon is distracted by cute guys as well, but also food, clothes, and romance (2 BP).





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Empty Mind

Character Type: Any

A character with an Empty Mind suffers a penalty to the Mind Stat. The penalty cannot lower the Stat below 1.

- 1 BP The character's Mind Stat is decreased by 1 point.
- 2 BP The character's Mind Stat is decreased by 2 points.

Example: Sailor Moon is not particularly intelligent (2 BP), and her school grades certainly reflect this.

Hollow Soul

Character Type: Any

A character with a Hollow Soul suffers a penalty to the Soul Stat. The penalty cannot lower the Stat below 1.

- 1 BP The character's Soul Stat is decreased by 1 point.
- 2 BP The character's Soul Stat is decreased by 2 points.

Example: Jeditte does not have much willpower in the face of adversity, and is extremely unlucky (2 BP).

Inept Combat

Character Type: Any

This Defect reflects a character's poor judgment in combat situations, which can often place him or her in precarious positions. A character with the Inept Combat Defect suffers a penalty to the Combat Value. The penalty cannot lower the Value below 1. See *Step 6: Derived Values* for more information on the Combat Value.

- 1 BP The character's Combat Value is decreased by 1 point.
- 2 BP The character's Combat Value is decreased by 2 points.

Example: None of the main protagonists or villains in the first two seasons lack an advanced knowledge of combat techniques.

Item Dependency

Character Type: Any

The Item Dependency Defect applies if a character requires an item to help power one of his or her Attributes or Sub-Attributes, most commonly the *Senshi*, Knight or Negaverse Attack Sub-Attributes. The item can usually assist the character to channel the required energies, and sometimes does not have any real power of its own. Should the character ever forget, lose or misplace the item, he or she cannot access the item-dependent

power. However, if an item is lost forever the GM should make some changes to the affected character so his or her Attribute or Sub-Attribute will not be wasted. If an item does exhibit an independent power, it should be constructed using the Item of Power Sub-Attribute or the Negaverse Item Sub-Attribute.

- 1 BP One or two of the character's abilities are dependent on an item.
- 2 BP Three or more of the character's abilities are dependent on an item.

Example: All of Sailor Moon's Senshi Attacks are item dependent (2 BP), requiring the Moon Sceptre, the Moon Wand, the Moon Tiara or Moon Crystal Locket (with Silver Imperium Crystal). The other Sailor Scouts are dependent on their Transformation Pens to change from their schoolgirl identities to their alter egos (1 BP).

Marked

Character Type: Any

A character is considered Marked if his or her body hosts a permanent and distinguishing design which may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply.

- 1 BP The mark is easily concealable because it is small or in an inconspicuous location.
- 2 BP The mark is difficult to conceal because it is large or in an obvious location.

Examples: Every member of the Black Moon family hosts a black crescent moon on their forehead which is difficult, but not impossible to conceal (2 BP). The Four Sisters commonly conceal their marks with cosmetics, although Bertie sometimes hides hers behind a hair braid tied across her forehead.

Phobia

Character Type: Any

A Phobia is a fear (often irrational) of an event, object or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add to the role-playing experience.



Chapter 2: Character Creation



- 1 BP The character has a minor phobia, or one that is encountered infrequently.
- 2 BP The character has a significant phobia, or one that is encountered frequently.

Examples: Sailor Moon has a slight fear of thunderstorms (1 BP) that originates back to her life in the Moon Kingdom. Jedite, however, has a very intense and highly justified fear of failing Queen Beryl (2 BP).

Physically Unappealing

Character Type: Any

A physically unappealing character may find it difficult to blend into a crowd because their appearance is very distinctive. The term “unappealing” does not necessarily mean ugly, but can also refer to disfigurement or other supernatural abnormalities. Negaverse servants may use this Defect to their advantage since their appearance may overwhelm their human targets with fear or disgust.

- 1 BP The character is mildly unappealing.
- 2 BP The character is highly unappealing.

Example: Unlike her Negaverse generals, Queen Beryl is mildly unattractive, possessing fangs, pointed ears and claws for fingernails (1 BP). Wiseman has grotesque skeletal features and an abnormal body (2 BP).



Powered After Transformation

Character Type: Sailor Scout or Knight

A character does not usually have access to any or all of the Sailor Senshi/Knight Sub-Attributes until he or she has transformed from their human form into a Sailor Scout or Knight. Possessing this Defect forces the character to transform before entering into high-powered combat or helping the innocent with their special abilities.

- 1 BP The character only has access to one or two Senshi/Knight abilities before transformation.
- 2 BP The character does not have access to any Senshi/Knight abilities before transformation.

Examples: None of the Sailor Scouts have access to any of their special abilities until they have transformed (2 BP). Darien Shields/Prince Darien/Tuxedo Mask all have varying degrees of access to the Senshi/Knight Sub-Attributes (1 BP). Darien Shields only has access to Rejuvenation. Prince Darien has access to all Sub-Attributes except the Rose Throw Attack, and his Cane Item of Power. Tuxedo Mask has access to all Sub-Attributes except the Knight Armour.

Recurring Nightmares

Character Type: Any

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and functions at less than optimum performance during the day. The nightmare can be a prophetic vision or warning, a memory of a tragic event, an attempt at mental communication by an alien species or a view into the character’s past life or lives. The nightmare may not occur every night but will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events again and again, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player.

- 1 BP The nightmares occur infrequently and have a small effect on the character’s lifestyle.
- 2 BP The nightmares occur frequently and have a large effect on the character’s lifestyle.

Example: Darien has a frequently recurring nightmare (2 BP) that warns him to stay away from Serena or her life will be in danger. This powerful vision prompts Darien to end his romantic relationship with Serena in order to protect her life.



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Servitude

Character Type: *Knights and Negaverse warriors*

A character with the Servitude Defect has an obligation to carry out the orders of his or her master. A master/servant relationship may form as the result of a moral code, a debt of honour, a family tradition, an occupational requirement, a mystical bond, or the servant's personal desire for gain. Additionally, the master/servant relationship may be forced upon two or more unknowing or even unwilling characters if the mystical forces of the universe (or Negaverse) are involved.

- 1 BP Serving the master is a small part of the character's life, allowing him or her to maintain a large amount of free will.
- 2 BP Serving the master is a large part of the character's life, allowing him or her to retain only a small amount of free will.

Examples: Darien is required by Destiny to protect The Moon Princess, Serena, and the Sailor Scouts. While this Servitude can exert tremendous pressure upon Darien (turning him into Tuxedo Mask), it only interrupts his regular life when the Scouts are in danger and is thus a 1 BP Defect. The Negaverse warrior generals must strive to please Queen Beryl and the Negaforce on a daily basis, leaving them with very little free will (2 BP).

Special Requirement

Character Type: *Any*

This Defect forces the character to meet a Special Requirement before an action or task can be completed. The requirement may be a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities such as eating and sleeping are not considered to be Special Requirements unless they must be carried out very frequently for some reason. This Defect does not apply to the verbal or action requirements of the *Senshi*, Knight or Negaverse Attacks since those requirements are detailed by the respective Sub-Attributes. Additionally, a dependency upon an item to perform a special ability is not covered by this Defect, but by the Item Dependency Defect. The Special Requirement Defect covers a wide range of possibilities and thus the details should be discussed with the GM.

- 1 BP The Special Requirement is easy to obtain or is needed rarely.
- 2 BP The Special Requirement is difficult to obtain or is needed often.

Example: Alan and Ann both need to use the Doom Tree to rejuvenate their life energies regularly (2 BP).

Taint of the Negaverse

Character Type: *Sailor Scouts or Knights*

A Sailor Scout or Knight with this Defect has peered into the evil darkness that powers the Negaverse. Such an experience taints the soul and removes the innocence of youth, rendering the character unable to combat the dark forces as he or she once had. Should a character not only experience but also embrace the true evil behind the Negaverse, he or she can also learn to access its powers (the Negaverse/Dark Powers Attribute). Once a character begins to journey down the path of evil, however, it may be impossible to return.

- 1 BP The character's Sailor *Senshi* Attack damage or Knight Attack damage is reduced by 10 points when used against a warrior or servant of the Negaverse.
- 2 BP The character's Sailor *Senshi* Attack damage or Knight Attack damage is reduced by 20 points when used against a warrior or servant of the Negaverse. Additionally, the character may acquire Negaverse/Dark Sub-Attributes using the Power Points obtained from the *Senshi*/Knight Powers Attribute.

Example: When Prince Darien is captured by Malachite after the Sailor Scouts defeat Zoycite, he is filled with negative energy and placed under Queen Beryl's powerful mind control. Darien not only experiences the evil of the Negaverse, but he lives it and is forced to embrace it (2 BP).

Touched by Positive Energy

Character Type: *Negaverse warriors*

A Negaverse warrior with this Defect has experienced the higher emotions that define the human heart — love, kindness, peace, forgiveness and friendship. The experience weakens the resolve of the character to destroy humanity and renders the character unable to combat the forces of goodness as he or she once had. Should a character not only experience but embrace the emotions of the human heart, he or she can also learn to access its powers (the *Senshi*/Knight Powers Attribute). Once a character welcomes positive energy and emotions into his or her soul, however, it may prove very difficult to wholly return to the forces of evil.

- 1 BP The character's Negaverse Attack damage is reduced by 10 points when used against a Sailor Scout, Knight, or other human being.
- 2 BP The character's Negaverse Attack damage is reduced by 20 points when used against a Sailor Scout, Knight, or other human being. Additionally, the character may acquire *Senshi*/Knight Sub-Attributes using the Power Points obtained from the Negaverse/Dark Powers Attribute.



Chapter 2: Character Creation



Examples: When Nephelion realizes that Molly Baker is in love with his Maxfield Stanton alias, he experiences how truly wonderful love can be (1 BP). Also, even though Alan and Ann's goals are selfish and uncaring, they are touched by the friendship extended to them by humans shortly after they arrived on Earth (1 BP). Sapphire has always displayed kindness and compassion, even during the Negamoon's assault on Crystal Tokyo. As a child on Nemesis, Sapphire possessed the heart to appreciate nature, and the beauty of life. He has doubts concerning the motives of Wiseman and sacrifices his life trying to warn his brother, Prince Diamond (2 BP).

Transformation Loss

Character Type: Sailor Scout or Knight

Since most Scout and Knight powers are only accessible to the characters after they transform, any actions that result in the premature transformation back into normal humans could be disastrous. A character with this Defect will return to his or her normal form if the desire to be a Sailor Scout or Knight is lost. Anyone in the immediate area will thus learn the character's secret identity. Additionally, some characters can have an induced transformation loss if a certain requirement is met, such as the use of a code word, the inhalation of a certain chemical, the result of an allergic reaction, etc.

- 1 BP The character will lose his or her transformation if the heart loses its desire to fight for justice.
- 2 BP The 1 BP Defect applies, but the character can also have an induced transformation if a certain requirement is met.

Example: When Sailor Moon is fighting the cardian, Racy, during a school picnic, she loses the will to be a Champion of Justice and changes back into Serena (1 BP). Luna explains to her that she cannot transform again until she really desires to become Sailor Moon once more.

Unique Character Defect

Character Type: Any

This section covers any and all possible Character Defects that a character might possess but is not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

- 1 BP The Defect occurs rarely, or has a small effect on the character.
- 2 BP The Defect occurs frequently, or has a large effect on the character.

Examples: Possible Unique Character Defects include: amnesia (Darien has this Defect at 1 BP), any weakness or vice, berserker rages, a doomed destiny, hemophilia, lack of energy, a physical affliction, rejected by society, terrible allergies, etc.

Weakened Negaverse/Dark Power

Character Type: Negaverse warriors

This Defect reduces the number of Power Points available to the character for acquiring Negaverse/Dark Sub-Attributes (see page 38).

- 1 BP The character's Power Point Total is reduced by 4 points.
- 2 BP The character's Power Point Total is reduced by 8 points.

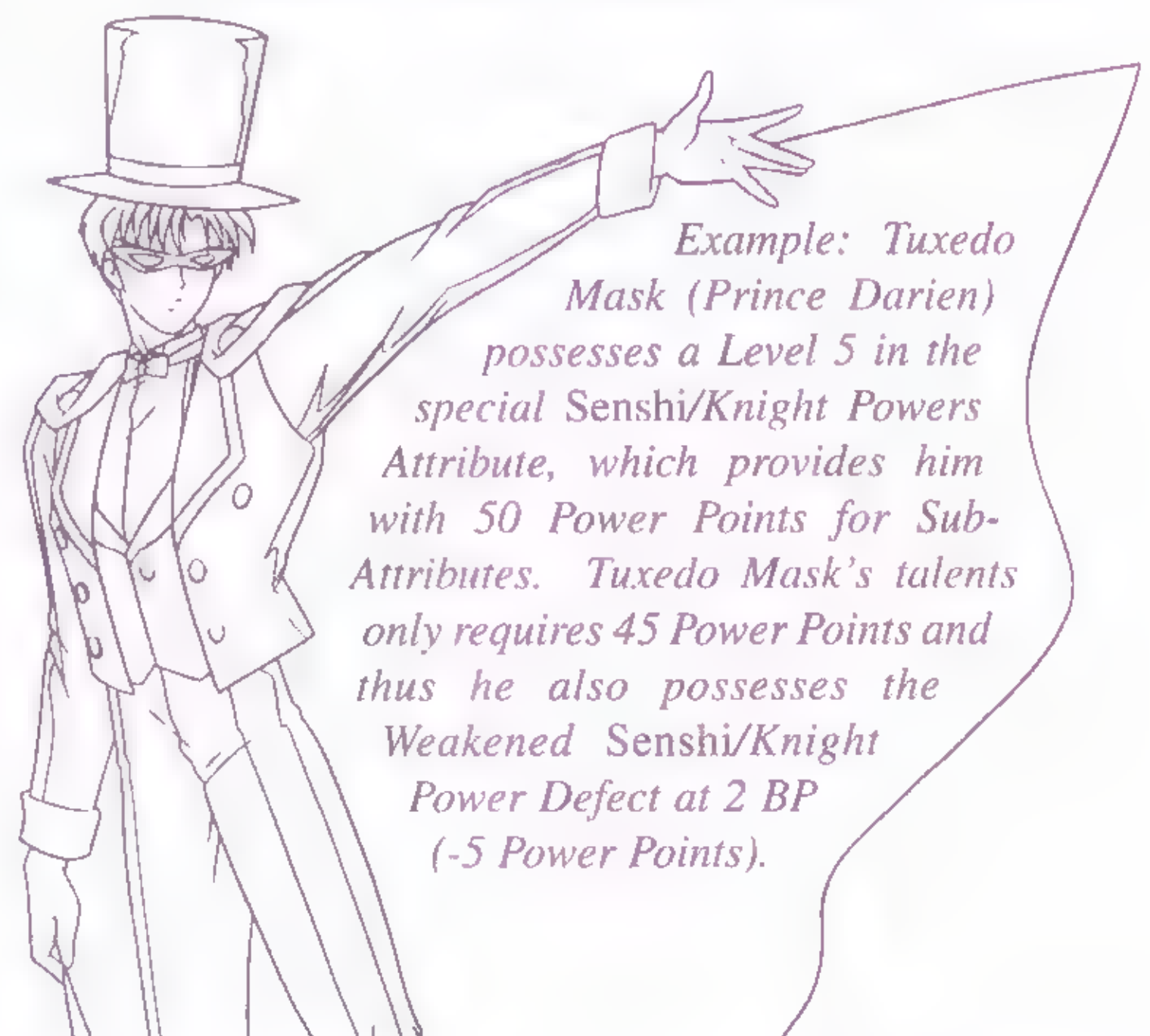
Example: Sapphire possesses a Level 2 in the Negaverse/Dark Powers Attribute, which provides him with 40 Power Points for Sub-Attributes. Sapphire's talents only requires 32 Power Points and thus he also possesses the Weakened Negaverse/Dark Power Defect at 2 BP (-8 Power Points).

Weakened Senshi/Knight Power

Character Type: Sailor Scouts or Knights

This Defect reduces the number of Power Points available to the character for acquiring Senshi/Knight Sub-Attributes (see page 31).

- 1 BP The character's Power Point Total is reduced by 2 points.
- 2 BP The character's Power Point Total is reduced by 5 points.



Example: Tuxedo Mask (Prince Darien) possesses a Level 5 in the special Senshi/Knight Powers Attribute, which provides him with 50 Power Points for Sub-Attributes. Tuxedo Mask's talents only requires 45 Power Points and thus he also possesses the Weakened Senshi/Knight Power Defect at 2 BP (-5 Power Points).



Chapter 2: Character Creation



Step 6: Derived Values

After you have modified your character's Stats through Defects and Attributes, you can calculate his or her Derived Values. These values are based directly on the Body, Mind, and Soul Stats and thus do not afford any choices of point distribution.

Combat Value

This value governs all facets of physical conflict, including your character's skills in attacking, defending and delivering damage. A higher Combat Value reflects an increased skill level and knowledge of all physical combat forms: armed, unarmed, martial arts, ranged weapons and special *Senshi*, Knight or Negaverse Attacks. There are two separate components of the Combat Value — Attack and Defense. Character Attributes and Defects may modify either component separately, but unless otherwise noted, the term Combat Value refers to both Attack and Defense.

Increased skill in combat can only be achieved through harmony of the Complete Self. Lack of self unity through weakness of any facet of the character will restrict his or her ability in combat. Consequently, the Body, Mind and Soul are all of equal importance to the combat master: Body Stat for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune. For example, a petite female standing under five feet tall with martial arts training can take down an opponent nearly twice her size — knowledge and determination is just as important as brute force. To calculate the base Attack Combat Value, add together all the Stat Values and divide by three (round down). The Defense Combat Value is two less than the Attack Combat Value. $[(\text{Body} + \text{Mind} + \text{Soul}) \div 3]$

Karen's character, Amy/Sailor Mercury, has a Body Stat of 4, a Mind Stat of 10 and a Soul Stat of 5. Her base Attack Combat Value is therefore equal to 6 $[(4 + 10 + 5) \div 3 = 6 \text{ when rounded down}]$ and her base Defense Combat Value is equal to 4 $(6 - 2 = 4)$. Amy's Focused Combat Attribute at Level 3 increases her Combat Value by 3 when using her Sailor Senshi Attack Sub-Attribute, raising her Attack Combat Value to 9 and her Defense Combat Value to 7.

Health Points

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (death of your character). Damage points delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, a fatal blow was delivered to your character. Alternatively, the GM may decide to only render your character unconscious if the delivered damage does not reduce his or her Health Points below -20. The base number of Health Points is equal to the sum of the Body Stat and Soul Stat, multiplied by 5. $[(\text{Body} + \text{Soul}) \times 5]$

With a Body Stat of 4 and a Soul Stat of 5, Amy's base Health Point value is equal to 45 $[(4 + 5) \times 5 = 45]$. Since Amy also possesses the Damn Healthy! Attribute at Level 1, her Health Point total is increased by 10 points to 55 points.

Energy Points

This Derived Value represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult tasks. Energy Points are needed to fuel many of the *Senshi*/Knight Sub-Attributes and the Negaverse/Dark Sub-Attributes, but can also be used to temporarily increase Stats or Health Points. The increase usually lasts for a few minutes — the duration to finish an important task. Any Stat can be raised by 1 point for every 10 Energy Points drained from your character's total. The new Stat Value can be used during Stat check dice rolls, but does not affect your character's Combat Value. Health Points can also be increased by 1 point for every 5 Energy Points sacrificed and may keep a character alive who has fallen below zero Health Points alive long enough to receive medical attention. This translation between Energy Points and Health Points will occur automatically if a character's life is in danger. If your character's Energy Point total is ever reduced below zero, he or she will fall unconscious from exhaustion. To calculate your character's initial Energy Point total, add together the Mind and Soul Stats and multiply by 5. $[(\text{Mind} + \text{Soul}) \times 5]$

With a Mind Stat of 10 and a Soul Stat of 5, Amy's base Energy Point value is equal to 75 $[(10 + 5) \times 5 = 75]$. Since Amy also possesses the Energy Bonus Attribute at Level 1, her Energy Point total is increased by 10 points to 85 points.



Chapter 2: Character Creation



Step 7: Background Points

Now that the numerical component of your character is complete (Stats, Attributes, Defects and Derived Values), you should concentrate on fine-tuning his or her personality. One of the most effective ways to better visualize your creation is to provide detail through a background history, an important character story, or a character drawing. Players who have created characters from the *Sailor Moon* television show should be creative with their character contributions and not simply regurgitate what is already common knowledge. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. As an incentive, the GM can award you 1-3 Background Points for each contribution you complete, which are then used to acquire additional Character Attributes. If any of your character's Stats are changed after using the Background Points, you should recalculate the Derived Values — they might have changed as well.

This final step in character creation also serves as your last chance to answer important character questions before play begins. Where does he or she live? Work? Earn money? What are your character's skills? Knowledges? Likes? Dislikes? Strengths? Weaknesses? What about family? Friends? Romantic interests? Enemies? Details add realism to your character, but you should not become obsessed with them. Leaving room for growth can provide numerous character development opportunities during the course of the adventures.

While Karen chose to create a character from the series, she still wishes to earn some Background Points. Karen writes a four-page historical account of Sailor Mercury's life as the Princess of Mercury during the Silver Millennium. The GM is impressed by the creativity of the story and awards Karen 3 Background Points to increase Amy's Attributes. Karen decides not to use the points immediately, hoping to raise her Senshi/Knight Power Attribute to Level 4 in the future.





Series Characters



Sailor Moon



English Name:	Serena
Japanese Name:	Usagi Tsukino ("Rabbit of the Moon")
Element of Influence:	Purity and the Soul
Associated Name Day:	Monday
Age (Season 1, 1992):	13-14
Birth Date:	June 30, 1978
Astrological Sign:	Cancer
Height:	4' 11"
Blood Type:	O-
Hobbies:	Eating, shopping, video games
Favourite Colour:	White
Favourite Gemstone:	Diamond
Favourite Food:	Ice cream
Least Favourite Food:	Carrots
Favourite School Subject:	Home Economics
Least Favourite School Subject:	Math
Strengths:	Crying, loyalty, spirit
Weaknesses:	Lateness, school, thunderstorms
Goal:	To marry Darien one day

Serena is the reincarnation of the Princess of the Moon who, in the 30th century, becomes Neo-Queen Serenity of Crystal Tokyo. She is the daughter of Queen Serenity, a kind and loving mother who ruled the entire universe from the Moon Kingdom during the Silver Millennium. Serena transforms into the Justice Fighter Sailor Moon, the leader of all the Sailor Scouts and one of the most powerful as well. Initially Serena refused to accept her role as Sailor Moon, but eventually realized that she could not escape destiny and embraced her responsibility to humankind. Although Serena possesses many qualities unbecoming her status (she is lazy, clumsy, ditzy, gluttonous, and often apathetic), her heart and soul are pure, and she has sacrificed herself many times for others. Serena may drool over any gorgeous guy she meets, but her heart belongs to Darien (known as Prince Darien of Earth during the Silver Millennium). Darien used to tease Serena about her hairstyle by calling her "meatball head" ("odango atama" or "dumpling head" in Japanese), but later uses the nickname as a term of endearment. In the Japanese version, Darien (Mamoru) affectionately refers to Serena (Usagi) as "Usako". In 30th century Crystal Tokyo, Serena rules the Earth as Neo-Queen Serenity with her husband, King Darien.

Serena attends Crossroads Junior High School, and is in the eighth grade with Amy and Lita. She lives in *Azabu Juban* with her mother Ikuko, father Kenji, brother Sammy, and feline confidante and guardian, Luna.

Stats and Derived Values

Body	4
Mind	3
Soul	11
Health Points	75
Energy Points	130
Attack Combat Value	8 (11 for Sailor <i>Senshi</i> Attack)
Defense Combat Value	6 (9 for Sailor <i>Senshi</i> Attack)
Total Character Points	34

Character Defects

Attack Gesture	2
Attack Restriction (Loved Ones)	2
Attack Words	2
Awkward	1
Easily Distracted	2
- Food, Cute Guys, Video Games	
Empty Mind	1
Item Dependency (Sailor <i>Senshi</i> Attacks)	2
Item Dependency (Transformation)	1
Phobia (Storms)	1
Powered After Transformation	2
Transformation Loss	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
<i>Senshi</i> Powers	5	20
Animal Guardian	4	4
Combined Attacks ¹	4	4
Elemental Control ²	4	12
Item of Power		
- Upgraded Sailor <i>Fuku</i> (Suit)	1	2
- Moon Tiara	1	2
- Luna Pen	1	2
- Crescent Moon Wand	1	2
- Imperium Silver Crystal	5	10
Rejuvenation	5	5
Sailor <i>Senshi</i> Attack		
- Moon Crystal Healing Activation	4	16
- Moon Sceptre Elimination	4	2
- Cosmic Moon Power	3	1
- Moon Healing Activation	2	1
- Moon Tiara Magic	2	1
Acrobatics ³	1	1
Appearance	4	4
Art of Distraction	4	3
Combat Mastery	2	4
Energy Bonus	6	6
Focused Combat (Sailor <i>Senshi</i> Attack)	3	3
Heightened <i>Senshi</i> Power	7	7
Strong Soul	3	3

Items of Power

Upgraded Sailor Fuku (Suit) — First appeared in Episode #1

Sailor Moon's *fuku*, or Sailor Suit, possesses unique abilities that self activate when needed. The red balls in Sailor Moon's hair can sometimes pick up long-range screaming (Episode #1) and resonate her wailing into a deafening sonic attack (Episode #1). Additionally, Sailor Moon's boots can change into ice-skates (Episode #35) for better mobility on ice.

Moon Tiara — First appeared in Episode #1

Although Sailor Moon's Moon Tiara is a useful attack weapon, it can also drain energy as its secondary ability (Episode #23). Sailor Moon proceeds through the motions of a regular attack, but the Moon Tiara latches onto the opponent's head before draining energy. When caught during flight, the Moon Tiara can also expand around the target to ensnare arms and other limbs (Episode #7).

Luna Pen — First appeared in Episode #2

Luna gives Serena the Luna Pen shortly after their first meeting. Serena can use the item to disguise herself, transforming into the attire of the profession of her choosing. Serena's hair and skin colour, height, weight, and voice do not change...only her clothes and hair style. However, even people who are very familiar with Serena may be fooled by this disguise. Serena has used the Luna Pen to transform into the following disguises:

Episode #2	"A sophisticated talent agent"
Episode #5	"A school superintendent"
Episode #7	"A flight attendant...or something"
Episode #9	"A sporty-looking photographer"
Episode #13	"A totally gorgeous bride, like in the magazines"
Episode #18	"The foxiest Femme around"
Episode #26	"A fortune-teller/matchmaker"
Episode #46	"A wicked-cool kindergarten teacher"

Pocket Communicator — First appeared in Episode #14

The pocket communicator is given to the Scouts by Luna to help them alert each other to danger more quickly. The communicators are not magical, but high-tech devices with both an audio and visual component. Consequently they are not assigned a Power Point cost.

Crescent Moon Wand — First appeared in Episode #21

The Crescent Moon Wand is given to Sailor Moon by Luna to help her turn one of the possessed Rainbow Crystal carriers (Game Machine Man) back into a human (see the Moon Healing Activation Attack). However, the Power Points assigned to this item only reflect the Wand's secondary ability — it can be used as a homing beacon to locate the Rainbow Crystals, and possibly other items as well.

Imperium Silver Crystal — First appeared in Episode #30

The Imperium Silver Crystal was once one of the most powerful items in the universe, but after Queen Serenity used the Crystal to trap the Seven Shadows and send the Sailor Scouts into the future, it fragmented into the Seven Rainbow Crystals. Although the Crystal was made whole once again, it does not fully regain its power until the 30th century when Neo-Queen Serenity uses it to reawaken the entire Earth from its state of dormancy. Alternatively, the Crystal might still be as powerful in the 20th century as it has ever been, but Sailor Moon lacks the knowledge to activate its full potential. Nevertheless, the Imperium Silver Crystal still possesses incredible power and was instrumental in defeating both Queen Beryl and Wiseman. In 30th century Crystal Tokyo, the Imperium Silver Crystal was capable of protecting Neo-Queen Serenity and the entire Earth from the onslaught of the Negamoon family.

Wrist Communicator — First appeared in Episode #56

This is an upgraded version of the Pocket communicator that is worn on the wrist like a watch. It does not have a Power Point cost.

Transformations

Moon Prism Power — First appeared in Episode #1

Moon Crystal Power — First appeared in Episode #45. Requires the Imperium Silver Crystal.

Sailor Senshi Attacks

Moon Tiara Magic — First appeared in Episode #1

Requires the Moon Tiara. Sailor Moon removes her tiara and balances it on her fingers, turning it into a glowing discus. After spinning around once, Sailor Moon throws the discus at her target and turns them to "moon dust". Alternatively, the Moon Tiara can trap Sailor Moon's enemies, or drain their energy (see the item listing for the Moon Tiara). This is the weakest of Sailor Moon's attacks, and can be ineffective against more powerful Negaverse villains and dark servants. Opponents defend at a +2 penalty to the dice roll. The attack drains 20 Energy Points from Sailor Moon. (Damage = 30 points)

Moon Healing Activation — First appeared in Episode #21

Requires the Crescent Moon Wand. Sailor Moon holds the wand close to her face and a small gem near the crescent base begins to glow. After Sailor Moon traces a full-body circle with the wand, the target is showered in radiant light. This "attack" was used to eliminate the Negaverse *yoma* (the Seven Shadows) that possessed the Rainbow Crystal carriers, which restored the humans to their former selves. The attack drains 20 Energy Points from Sailor Moon, but does not deliver any damage.

Cosmic Moon Power — First appeared in Episode #31

Requires the Imperium Silver Crystal and the Crescent Moon Wand. With the Crystal mounted on the Wand, Sailor Moon or Princess Serena can create a shield of energy that can resist the evil powers of the Negaverse. The Wand can also send out a blast of energy that delivers considerable damage to opponents (as demonstrated against Zoycite). Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Moon. (Damage = 60 points)

Moon Sceptre Elimination — First appeared in Episode #45

Requires the Moon Sceptre. Sailor Moon needed a new weapon to fight Alan and Ann after her Moon Tiara failed her once again in combat (the Crescent Moon Wand had been lost earlier in the final battle against Queen Beryl). Queen Serenity appears to her child in a vision and gives her the Moon Sceptre. With a full moon in the background, Sailor Moon swings the sceptre in the air and spins around once. She then stops and holds the sceptre horizontally at eye level. Sailor Moon finishes the attack manoeuvre by swinging the sceptre a few more times, pointing it at her target, and saying "Moon Sceptre Elimination". Crescent moons shoot out from the wand and annihilate the enemy upon contact. This attack has also been called "Moon Sceptre Activation". Opponents defend at a +4 penalty to the dice roll. The attack drains 40 Energy Points from Sailor Moon. (Damage = 90 points)

Moon Crystal Healing Activation — First appeared in Episode #63

Requires the Imperium Silver Crystal. Sailor Moon holds her locket containing the Imperium Silver Crystal in the air and says "Moon Crystal Healing Activation". Light surrounds the target, cleansing them of all the evil, negative energies that have poisoned their mind and soul. Sailor Moon uses this power to turn the Four Sisters (Catzi, Bertie, Avery and Prizma) into normal humans. In episode #65, Sailor Moon uses the words "Moon Crystal Healing Power". The attack drains 40 Energy Points from Sailor Moon, but does not deliver any damage.

- 1 Sailor Moon not only joins with her allies for Sailor Teleport Power (Episode #40) and Sailor Planet Power (Episode #65), a Level 3 ability, but also serves as a conduit for energy from the four Scouts (against Queen Beryl), or a combination of the Scouts, Tuxedo Mask, and Rini (against Wiseman). Sailor Moon's central role clearly requires a Combined Attacks Sub-Attribute at Level 4, which is greater than that of the other Scouts. Sailor Moon has also combined her Moon Tiara Magic with attacks from Sailor Mars, or from both Sailor Mars and Sailor Mercury.
- 2 Sailor Moon has demonstrated unparalleled control over matters touching the Soul (her Element of Influence). Even without her magical items, Sailor Moon's words can reach deep within the hearts of those whom she holds dear, purifying their mind and soul. Most notably, Sailor Moon broke Queen Beryl's mind control over Prince Darien through her expression of love, and cleansed the negative taint from his soul.
- 3 Although she is often clumsy, Sailor Moon can become quite agile when dodging attacks and running away.

Sailor Mercury



English Name:	Amy Anderson
Japanese Name:	Ami Mizuno ("Asian Beauty of Water")
Element of Influence:	Water
Associated Name Day:	Wednesday
Age (Season 1, 1992):	13-14
Birth Date:	September 10, 1978
Astrological Sign:	Virgo
Height:	5' 2"
Blood Type:	A
Hobbies:	Chess, computers, reading
Favourite Colour:	Aquamarine (blue)
Favourite Gemstone:	Sapphire
Favourite Food:	Sandwiches
Least Favourite Food:	Yellow-tail tuna (<i>hamachi</i>)
Favourite School Subject:	Math
Least Favourite School Subject:	None
Strengths:	Calculations, memorization, strategy
Weaknesses:	Love letters, relaxation
Goal:	To be a doctor

Amy is the reincarnation of the Princess of Mercury, and transforms into the Brilliant Fighter, Sailor Mercury. Amy is the brains behind the Sailor Scouts and thus was given a pocket computer and virtual reality (VR) visor by Luna to enhance her natural talents. Although Amy is naturally intelligent, she must study very hard to maintain her near-perfect grades in school, and her position as the best student in Japan. Amy transferred to grade eight at Crossroads Junior High (Serena's school) from the "brain farm", Brighton Academy, and frequently attends additional schooling in the evenings at the "Albert Einstein School for the Gifted" (referred to as *juku* in Japan). Amy once turned down an opportunity to study abroad in Germany, in order to stay with her Sailor friends. Amy wears eye glasses while reading, has an uncanny talent for video games, and has great affection for the third Rainbow Crystal carrier, Greg. Amy understands better than anyone that Serena is not just Sailor Moon, but a young and emotional teenage girl.

Amy's mother (a pediatrician) and father (an artist) are separated. She lives with her mother in *Azabu Juban* and hopes to follow in her footsteps by also becoming a doctor.

Stats and Derived Values

Body	4
Mind	10
Soul	5
Health Points	55
Energy Points	85
Attack Combat Value	6 (9 for Sailor <i>Senshi</i> Attack)
Defense Combat Value	4 (7 for Sailor <i>Senshi</i> Attack)
Total Character Points	20

Character Defects

Attack Gesture	2
Attack Restriction	1
- Other Sailor Scouts and Knights	
Attack Words	2
Item Dependency (Transformation)	1
Powered After Transformation	2
Transformation Loss	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
<i>Senshi</i> Powers	3	12
Animal Guardian ¹	2	2
Combined Attacks ²	3	3
Item of Power		
- Mercury Transformation Pen	3	6
- Miniature Super Computer and VR Goggles	4	8
Rejuvenation	2	2
Sailor <i>Senshi</i> Attack		
- Shine Aqua Illusion	3	12
- Mercury Ice Bubbles Freeze	3	2
- Mercury Bubbles Blast	2	1
Acrobatics	2	2
Appearance	3	3
Damn Healthy!	1	1
Energy Bonus	1	1
Focused Combat (Sailor <i>Senshi</i> Attack)	3	3
Heightened <i>Senshi</i> Power	3	3
Powerful Mind	4	4

Transformations

Mercury Power — First appeared in Episode #5. Requires Mercury Transformation Pen.

Mercury Star Power — First appeared in Episode #56. Requires upgraded Mercury Transformation Pen.

Items of Power

Mercury Transformation Pen — First appeared in Episode #5, upgraded in Episode #56

Luna gave Amy this item which transformed her into Sailor Mercury. However, the pen can also function as a focus for the Sailor Scouts' personal energies, helping them combat or defend against negative energies by a sheer act of will. For example, Amy uses the pen to help prevent a dark portal to the Negaverse from closing so Sailor Moon and Sailor Mars would have enough time to escape back to Earth (Episode #7). The transformation pens are also used by four of the Scouts to help defend against Malachite's deadly blade weapons (Episode #39).

Miniature Super Computer and VR Goggles — First appeared in Episode #6

Luna gives Amy the mini-computer and VR Goggles for the benefit of all the Sailor Scouts. The two items are connected in function, but can be used separately as well. The computer is mainly used for calculations and strategy, while the goggles can reveal other important information to Sailor Mercury, such as the weaknesses and true identities of her enemies, and the nearest escape route from buildings. Sailor Mercury carries the computer with her at all times, while the goggles are activated when she presses on her earring.

Pocket Communicator — First appeared in Episode #14

The pocket communicator is given to the Scouts by Luna to help them alert each other to danger more quickly. The communicators are not magical, but high-tech devices with both an audio and visual component. Consequently they are not assigned a Power Point cost.

Wrist Communicator — First appeared in Episode #56

This is an upgraded version of the Pocket communicator that is worn on the wrist like a watch. It does not have a Power Point cost.

Sailor Senshi Attacks

Mercury Bubbles Blast — First appeared in Episode #5

Sailor Mercury stands with her knees bent and arms outstretched, allowing a glowing light blue orb to form in her hands. She spins around once, crossing her arms over her chest before she stops. Amy finishes the attack by spreading her arms open wide to unleash a plethora of bubbles upon her opponent. The bubbles can do one of three things: cover the entire area with a thick fog, reduce the temperature to distract the enemy, or cause flying objects to fall to the ground. Opponents defend at a +2 penalty to the dice roll. The attack drains 20 Energy Points from Sailor Mercury, but does not deliver any damage.

Mercury Ice Bubbles Freeze — First appeared in Episode #47

Sailor Mercury powered-up this attack to defend the helpless babies from whom Alan and Ann's Cardian, Skulkor, was draining energy. The attack sequence is the same as Mercury Bubbles Blast, except the words are changed and the target is frozen within a wall of ice. Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Mercury. (Damage = 60 points)

Shine Aqua Illusion — First appeared in Episode #56

The attack sequence opens with a single drop of water falling into a puddle in which Sailor Mercury is standing. She spins in a circle, raising her arms above her head as water gathers around her body. She then swings her arms down before her, sending forth a powerful wave of water towards her target. This attack was originally translated as "Mercury Ice Storm Blast" (Episodes #56-#65), but was changed to the original Japanese name during the translation of the remaining 17 episodes (Episodes #66-#82). Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Mercury. (Damage = 60 points)



Attribute/Sub-Attribute Notes

- 1 Both Luna and Artemis act as Sailor Mercury's guardians, but the cats give most of their attention to Sailor Moon and Sailor Venus, respectively.
2. Sailor Mercury has combined with the four other Scouts to perform Sailor Teleport Power (Episode #40) and Sailor Planet Power (Episode #65). She has also combined her "Mercury Bubbles Blast" with attacks from Sailor Moon and Sailor Mars.

Sailor Mars



English Name:	Raye Hino
Japanese Name:	Rei Hino ("Spirit of Fire")
Element of Influence:	Fire
Associated Name Day:	Tuesday
Age (Season 1, 1992):	13-14
Birth Date:	April 17, 1978
Astrological Sign:	Aries
Height:	5' 3"
Blood Type:	AB
Hobbies:	Fortune telling, reading <i>manga</i>
Favourite Colour:	Red and black
Favourite Gemstone:	Ruby
Favourite Food:	<i>Fugu</i> (blowfish)
Least Favourite Food:	Asparagus (canned)
Favourite School Subject:	Ancient Literature
Least Favourite School Subject:	Modern Social Studies
Strengths:	Meditation, the supernatural
Weaknesses:	Bad temper, television
Goals:	To become a head priestess, singer, model, and <i>seiyuu</i>

Raye is the reincarnation of the Princess of Mars, and transforms into the Passionate Fighter, Sailor Mars. Raye is a stubborn and short-tempered Shinto fire priestess, skilled in martial arts combat and meditation techniques. She attends grade eight at the Brookdale Private School (T•A Private Girls' School in Japan) where she is very popular and well-liked. Raye's use of *ofuda* (anti-evil ward scrolls) is not connected with her Sailor identity, but with her training as a priestess and her knowledge of the supernatural. Early in the series, Raye expresses her lack of confidence in Serena as leader of the Sailor Scouts, claiming that she herself would be better suited to the role. It did not help matters that both Raye and Serena had major crushes on Darien. However, after Sailor Moon transformed into the Moon Princess, Raye withdrew her objection in the face of destiny, and threw her full support behind Serena. Raye has a massive *manga* collection (she is an *otaku*), is an accomplished singer/songwriter, and a talented skier.

Raye lives at the sacred temple (*Hikawa Jinja* in Japan) on Cherry Hill with her lecherous grandfather, Grandpa Hino, and the temple apprentice, Chad. Raye cares deeply for Chad, but will not let him know her true feelings.

Stats and Derived Values

Body	5
Mind	4
Soul	8
Health Points	75
Energy Points	70
Attack Combat Value	7 (9 for Sailor <i>Senshi</i> Attack)
Defense Combat Value	5 (7 for Sailor <i>Senshi</i> Attack)
Total Character Points	22

Character Defects

Attack Gesture	2
Attack Restriction	1
- Other Sailor Scouts and Knights	
Attack Words	2
Item Dependency (Transformation)	1
Powered After Transformation	2
Transformation Loss	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
<i>Senshi</i> Powers	3	12
Animal Guardian ¹	2	2
Combined Attacks ²	3	3
Item of Power		
- Mars Transformation Pen	3	6
Rejuvenation	4	4
Sailor <i>Senshi</i> Attack		
- Mars Celestial Fire Surround	3	12
- Mars Firebird Strike	3	2
- Mars Fire Ignite	2	1
Acrobatics	3	3
Appearance	3	3
Combat Mastery	2	4
Damn Healthy!	1	1
Energy Bonus	1	1
Focused Combat (Sailor <i>Senshi</i> Attack)	2	2
Strong Soul	1	1
Supernatural Training ³	4	4

Transformations

Mars Power — First appeared in Episode #7. Requires Mars Transformation Pen.

Mars Star Power — First appeared in Episode #57. Requires upgraded Mars Transformation Pen.

Items of Power

Mars Transformation Pen — First appeared in Episode #7, upgraded in Episode #56

Luna gives Raye this item which transformed her into Sailor Mars. However, the pen can also function as a focus for the Sailor Scouts' personal energies, helping them combat or defend against negative energies by a sheer act of will. For example, Amy uses the pen to help prevent a dark portal to the Negaverse from closing so Sailor Moon and Sailor Mars would have enough time to escape back to Earth (Episode #7). The transformation pens are also used by four of the Scouts to help defend against Malachite's deadly blade weapons (Episode #39).

Pocket Communicator — First appeared in Episode #14

The pocket communicator is given to the Scouts by Luna to help them alert each other to danger more quickly. The communicators are not magical, but high-tech devices with both an audio and visual component. Consequently they are not assigned a Power Point cost.

Wrist Communicator — First appeared in Episode #56

This is an upgraded version of the Pocket communicator that is worn on the wrist like a watch. It does not have a Power Point cost.

Sailor Senshi Attacks

Mars Fire Ignite — First appeared in Episode #7

Mars brings her hands together before her and interlocks her fingers, except her index fingers, which she points into the sky. A flame appears at her finger tips before she takes aim and unleashes a spiraling fireball at her target. The attack was referred to as "Mars Fireballs Charge" in Episode #27. A variation of this attack, "Mars Firestorm Flash", was used in Episode #57. Opponents defend at a +2 penalty to the dice roll. The attack drains 20 Energy Points from Sailor Mars. (Damage = 40 points)

Mars Firebird Strike — First appeared in Episode #48

Requires *ofuda*. Sailor Mars powered up this attack after Alan and Ann's cardian, Amphibia, destroys the sheet music on which she worked so hard for her school festival. Sailor Mars takes out an *ofuda* and holds it to her face between her middle and index fingers, willing it to become rigid. After she throws the *ofuda* at her target, Sailor Mars undergoes the attack sequence used in "Mars Fire Ignite", but changes the words to "Mars Firebird Strike". The fireball engulfs the scroll and takes the form of a phoenix before annihilating the target. Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Mars. (Damage = 60 points)

Mars Celestial Fire Surround — First appeared in Episode #57

Sailor Mars traces a full-body circle with her hand, leaving a trail of fire to mark her path. Six spheres appear within the circles, each containing a single *kanji* symbol (a Japanese language ideogram). The spheres gather towards Sailor Mars as she brings her hands close to her body, before they shoot out towards her target as golden rings of fire. Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Mars. (Damage = 60 points)

Attribute/Sub-Attribute Notes

- Both Luna and Artemis act as Sailor Mars's guardians, but the cats give most of their attention to Sailor Moon and Sailor Venus, respectively.
- Sailor Mars has combined with the four other Scouts to perform Sailor Teleport Power (Episode #40) and Sailor Planet Power (Episode #65). She has also combined her "Mars Fire Ignite" with attacks from Sailor Moon and Sailor Mercury.
- Supernatural Training — Raye had learned much about the supernatural during her training as a Shinto fire priestess. This training gives her access to several abilities unique among the Sailor Scouts.

Fire Reading: Raye can sometimes interpret the temple flames to provide guidance or to answer a specific question (Soul Stat Check). For example, the fire reading has revealed to Raye that the temple worker Jed (Jedite in disguise) was responsible for the missing busses (Episode #7) and that her Grandpa was the human trapped within the *yoma*, Pox (Episode #26).

Sixth Sense: Raye often knows when an evil being is nearby, giving her initiative in combat and making it very difficult to surprise her (Soul Stat Check). Raye's extrasensory perception also allows her to locate lost wallets and watches.

Ofuda Strike: Raye has the ability to create *ofuda*, or anti-evil scrolls, that can be used to place wards around buildings or to vanquish evil spirits. When an *ofuda* is thrown at a dark servant, it sticks to them like glue, and either disorients the creature or exorcises it from its host vessel (human body or inanimate object). Mars says the words "I call upon the power of Mars...Fireballs Charge!" before the attack, or "Rin, pyou, tou, sha, kai, jin, retsu, sai, zen. Akuryou tausai!" in Japanese.



Sailor Jupiter



English Name:	Lita
Japanese Name:	Makoto Kino ("Sincerity of Wood")
Element of Influence:	Wood (also Lightning)
Associated Name Day:	Thursday
Age (Season 1, 1992):	13-14
Birth Date:	December 5, 1978
Astrological Sign:	Sagittarius
Height:	5' 6"
Blood Type:	O
Hobbies:	Cooking, boys
Favourite Colour:	Green and sugar-pink
Favourite Gemstone:	Emerald
Favourite Foods:	Cherry pie and meatloaf
Least Favourite Food:	None
Favourite School Subject:	Home Economics
Least Favourite School Subject:	Physics
Strengths:	Cooking, physical strength
Weakness:	Airplanes
Goal:	To own a bakery/restaurant/flower shop

Lita is the reincarnation of the Princess of Jupiter, and transforms into the Energetic Fighter, Sailor Jupiter. Lita is the brawn behind the Sailor Scouts, with a strong will and outgoing personality. In combat, Sailor Jupiter often takes the role of morale booster, convincing the other Scouts that they can defeat their enemies. The tallest of the Inner *Senshi*, Lita often prefers to close in on an enemy for hand-to-hand combat (she knows *karate*) rather than use her *Sailor Senshi Attack*. Lita was kicked out of her old school for fighting and transferred to grade eight at Crossroads Junior High where she was first befriended by Serena. Unfortunately, the new school did not make uniforms in her size, requiring her to keep the beige-and-white uniform from her old school. Whenever Lita meets a cute guy she instantly develops a terrible crush on him, claiming "He reminds me of my ex-boyfriend". She has a special place in her heart for a boy named Ken, with whom she has been best of friends since they were both very young. Lita is an excellent figure skater, a talented chef, and a great housekeeper, but does not put much effort into studying.

Both of Lita's parents died in a plane crash. Though still young, Lita lives alone in a small apartment in the *Azabu Juban* district.

Stats and Derived Values

Body	8
Mind	4
Soul	6
Health Points	90
Energy Points	60
Attack Combat Value	8 (9 for <i>Sailor Senshi Attack</i>)
Defense Combat Value	6 (7 for <i>Sailor Senshi Attack</i>)
Total Character Points	24

Character Defects

Attack Gesture	2
Attack Restriction	1
- Other Sailor Scouts and Knights	
Attack Words	2
Easily Distracted (Cute Guys)	1
Item Dependency (Transformation)	1
Powered After Transformation	2
Transformation Loss	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
<i>Senshi Powers</i>	3	12
Animal Guardian ¹	2	2
Combined Attacks ²	3	3
Item of Power		
- Jupiter Transformation Pen	3	6
Rejuvenation	4	4
<i>Sailor Senshi Attack</i>		
- Jupiter Thundercrash Zap	3	12
- Jupiter Thunder Dragon	3	2
- Jupiter Thunder Crash	2	1
Acrobatics	3	3
Appearance	3	3
Combat Mastery	2	4
Damn Healthy!	2	2
Energy Bonus	1	1
Focused Combat (<i>Sailor Senshi Attack</i>)	1	1
Fortified Body	2	2
Massive Damage	3	6

Transformations

Jupiter Power —First appeared in Episode #21. Requires Jupiter Transformation Pen.

Jupiter Star Power —First appeared in Episode #59. Requires updated Jupiter Transformation Pen.

Items of Power

Jupiter Transformation Pen —First appeared in Episode #21, upgraded in Episode #56

Luna gives Lita this item which transformed her into Sailor Jupiter. However, the pen can also function as a focus for the Sailor Scouts' personal energies, helping them combat or defend against negative energies by a sheer act of will. For example, Amy uses the pen to help prevent a dark portal to the Negaverse from closing so Sailor Moon and Sailor Mars would have enough time to escape back to Earth (Episode #7). The transformation pens are also used by four of the Scouts to help defend against Malachite's deadly blade weapons (Episode #39).

Pocket Communicator —First appeared in Episode #14, but Sailor Jupiter received hers later

The pocket communicator is given to the Scouts by Luna to help them alert each other to danger more quickly. The communicators are not magical, but high-tech devices with both an audio and visual component. Consequently they are not assigned a Power Point cost.

Wrist Communicator —First appeared in Episode #56

This is an upgraded version of the Pocket communicator that is worn on the wrist like a watch. It does not have a Power Point cost.

Sailor Senshi Attacks

Jupiter Thunder Crash —First appeared in Episode #21

Sailor Jupiter crosses her arms over her chest with her index and pinky fingers extended. After calling upon the power of Jupiter, a miniature lightning rod extends upwards from her tiara and absorbs the electrical energy from blue lightning bolts as they crash down from the sky. The energy crackling around her, Sailor Jupiter throws her arms open and sends forth a giant arc of electricity at her opponent. Also referred to as "Supreme Thunder Crash" and "Jupiter Thunderbolts Crash". Opponents defend at a +2 penalty to the dice roll. The attack drains 20 Energy Points from Sailor Jupiter. (Damage = 30 points)

Jupiter Thunder Dragon —First appeared in Episode #49

Sailor Jupiter powered-up this attack after Alan and Ann's cardian, Mophead, assaulted her while she was enjoying lunch. The initial attack sequence is the same as "Jupiter Thunder Crash". After Sailor Jupiter releases the lightning from her tiara, however, it coalesces into the form of a giant electric dragon, and lunges at her opponent with its jaws opened wide. Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Jupiter. (Damage = 60 points)

Jupiter Thundercrash Zap —First appeared in Episode #59

Blue lightning crackles across the sky behind Sailor Jupiter as she extends her miniature lightning rod from her tiara. As she takes a step back, an orb of lightning forms in her hand. Sailor Jupiter finishes the attack by throwing the lightning orb sidearm style at her opponent with tremendous force. Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Jupiter. (Damage = 60 points)



Attribute/Sub-Attribute Notes

- 1 Both Luna and Artemis act as Sailor Jupiter's guardians, but the cats give most of their attention to Sailor Moon and Sailor Venus, respectively.
- 2 Sailor Jupiter has combined with the four other Scouts to perform Sailor Teleport Power (Episode #40) and Sailor Planet Power (Episode #65). She has also combined her "Jupiter Thundercrash Zap" with Sailor Venus's "Venus Love Chain Encircle".

Sailor Venus



English Name:	Mina
Japanese Name:	Minako Aino ("Beautiful Little Child Of Love")
Element of Influence:	Love (Metal)
Associated Name Day:	None (should probably be Friday)
Age (Season 1, 1992):	13-14
Birth Date:	October 22, 1978
Astrological Sign:	Libra
Height:	5' 0"
Blood Type:	B
Hobbies:	Shopping, acting, chasing idols
Favourite Colour:	Yellow and red
Favourite Gemstone:	Topaz
Favourite Foods:	Gyouza (stuffed dumplings), ramen noodles, and curry
Least Favourite Food:	Shiitake mushrooms
Favourite School Subject:	Physical Education
Least Favourite School Subject:	Everything else
Strengths:	Relaxing, idolizing others
Weakness:	The police
Goal:	To become an idol

Mina is the reincarnation of the Princess of Venus, and transforms into the Dynamic Fighter, Sailor Venus. Before Mina joined the Sailor Scouts (in the Japanese version), she fought crime in England as Sailor V. After her heart was broken by a friend, Mina returned to Japan where her Guardian cat, Artemis, brought her to meet Luna and the four other Scouts. Mina attends grade eight at the private Grass Valley Junior High (*Shibakouen* in Japan) and is fluent in the English language. Mina is arguably the most friendly and likable of the five Scouts, and cares deeply about her family, her friends, and small children. She also enjoys shopping, volleyball, romantic action movies, and just being mischievous.

Mina is an only child and lives with her mother and father in the city.

Note about Mina's Name: Minako Aino first appeared in the *Codename wa Sailor V* manga in 1991, before the *Bishojo Senshi Sailormoon* series was created. Consequently, her character symbolism deviates from the trends established by the others. For example, her name and its alternate meaning do not fit within the established pattern, nor do her element and associated nameday.

Stats and Derived Values

Body	4
Mind	5
Soul	6
Health Points	70
Energy Points	65
Attack Combat Value	7 (9 for Sailor <i>Senshi</i> Attack)
Defense Combat Value	6 (8 for Sailor <i>Senshi</i> Attack)
Total Character Points	20

Character Defects

Attack Gesture ¹	2
Attack Restriction	1
- Other Sailor Scouts and Knights	
Attack Words	2
Delicate Body	1
Item Dependency (Transformation)	1
Powered After Transformation	2
Transformation Loss	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
<i>Senshi</i> Powers	3	12
Animal Guardian	4	4
Combined Attacks ²	3	3
Item of Power		
- Venus Transformation Pen	3	6
Rejuvenation	4	4
Sailor <i>Senshi</i> Attack		
- Venus Love Chain Encircle	3	12
- Venus Meteor Shower	3	2
- Venus Crescent Beam Smash	2	1
Acrobatics	4	4
Appearance	3	3
Art of Distraction	1	1
Combat Mastery	2	4
Damn Healthy!	2	2
Energy Bonus	1	1
Focused Combat (Sailor <i>Senshi</i> Attack)	2	2
Heightened <i>Senshi</i> Power	1	1

Transformations

Venus Power —First appeared in Episode #30. Requires Venus Transformation Pen.

Venus Star Power —First appeared in Episode #59. Requires updated Venus Transformation Pen.

Items of Power

Venus Transformation Pen —First appeared in Episode #30, upgraded in Episode #56

Artemis gives Mina this item which transformed her into Sailor Venus. However, the pen can also function as a focus for the Sailor Scouts' personal energies, helping them combat or defend against negative energies by a sheer act of will. For example, Amy uses the pen to help prevent a dark portal to the Negaverse from closing so Sailor Moon and Sailor Mars would have enough time to escape back to Earth (Episode #7). The transformation pens are also used by four of the Scouts to help defend against Malachite's deadly blade weapons (Episode #39).

Pocket Communicator —First appeared in Episode #14, but Sailor Venus received hers later

The pocket communicator is given to the Scouts by Luna to help them alert each other to danger more quickly. The communicators are not magical, but high-tech devices with both an audio and visual component. Consequently they are not assigned a Power Point cost.

Wrist Communicator —First appeared in Episode #56

This is an upgraded version of the Pocket communicator that is worn on the wrist like a watch. It does not have a Power Point cost.

Sailor Senshi Attacks

Venus Crescent Beam Smash — First appeared in Episode #29

Two crescent moons appear with their openings facing in opposite directions. Sailor Venus touches the crescents with her right index finger, points towards her target, and holds her right arm with her left hand. Golden rays of light shoot from her index finger towards her target. Opponents defend at a +2 penalty to the dice roll. The attack drains 20 Energy Points from Sailor Venus. (Damage = 30 points)

Venus Meteor Shower — First appeared in Episode #46

Sailor Venus powers-up this attack when Alan and Ann's cardian, Vulturos, descended upon a school bus full of young children. The initial attack sequence is the same as Venus Crescent Beam Smash, but the single beam of light first splits into many and then converges on her target with a vengeance. Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Venus. (Damage = 60 points)

Venus Love Chain Encircle — First appeared in Episode #59

After Sailor Venus throws her hands down by her side, a chain of golden hearts begin to spiral around her body. Her hair stands straight up as she folds her arms across her chest. When Sailor Venus spins around, she extends her right arm into the air and waves her index finger from side to side. When she lowers her arm and points towards her target, the chain of hearts spirals away from her body to destroy the enemy. Alternatively, the chain from this attack can be extended, like a whip, by Sailor Venus without requiring her to undergo any Attack Gestures or Attack Words (see Character Defects, page 49). This form of "attack", however, only allows Sailor Venus to grab onto inanimate objects. Opponents defend at a +3 penalty to the dice roll. The attack drains 30 Energy Points from Sailor Venus. (Damage = 60 points)



Attribute/Sub-Attribute Notes

1. In Episode #40, Sailor Venus partially overcomes the Attack Gesture Defect when battling the Doom and Gloom Girls. Sailor Venus only had one arm free, but still managed to destroy her opponent using "Venus Crescent Beam Smash". Sailor Venus simply said the attack phrase and placed her finger upon her opponent's forehead, causing a massive explosion.
2. Sailor Venus has combined with the four other Scouts to perform Sailor Teleport Power (Episode #40) and Sailor Planet Power (Episode #65). She has also combined her "Venus Love Chain Encircle" with Sailor Jupiter's "Jupiter Thundercrash Zap"

Tuxedo Mask

English Name:	Darien Shields
Japanese Name:	Mamoru Chiba ("Protector of Earth")
Emotion of Influence:	Hope
Age (Season 1, 1992):	17-18
Birth Date:	August 3, 1974
Astrological Sign:	Leo
Height:	6' 2"
Blood Type:	A
Hobbies:	Reading, jogging
Favourite Colour:	Black
Favourite Food:	Chocolate
Least Favourite Food:	None
Favourite School Subject:	Physics
Least Favourite School Subject:	None
Strengths:	Chivalry, kindness, romance
Weaknesses:	Needles, Serena's crying
Goal:	To be a scientist



Darien is the reincarnation of the Prince of the Earth, and transforms into the dashing hero, Tuxedo Mask (known as Tuxedo Kamen in Japan). However, Darien did not realize that he had transformed into Tuxedo Mask whenever the Sailor Scouts were in danger until the middle of the first season. He attends college at the Azabu Institute of Technology during the day, but can appear as Tuxedo Mask to help the Scouts at any time of the day or night. Shortly after his Tuxedo Mask identity is revealed to the Sailor Scouts, Darien is captured by the Negaverse and placed under Queen Beryl's mind control. Darien's free will is returned only after Sailor Moon's love reaches deep within his heart. Additionally, when Darien forgets that he is Tuxedo Mask at the beginning of the second season, his soul manifests itself as the psychic projection, the Moonlight Knight, to protect the Sailor Scouts.

When Darien was six, he was seriously injured in an automobile accident that left him with amnesia (he remembers very little of his childhood, and who he really is). Neither his mother nor his father survived the accident. Although he was once employed as a model, Darien is not shown working at a full-time job. Presumably, he was left an inheritance by his parents that pays for his sports car, motorcycle, and decadent apartment in which he lives alone. Darien dated Raye a few times before he learned of his past life as Princess Serena's true love during the Silver Millennium. Darien's heart now belongs to Serena, who affectionately refers to him as "Mamo-chan" in the Japanese version. Darien prefers to only rely on himself, and often hides his feelings from the Sailor Scouts and his close friend, Andrew. In 30th century Crystal Tokyo, Darien becomes the King of the Earth and rules the planet with his wife, Neo-Queen Serenity.

Stats and Derived Values

Body	7
Mind	6
Soul	8
Health Points	75
Energy Points	70
Attack Combat Value	9
Defense Combat Value	8 (9—Cape; 10—Cane)
Total Character Points	30

Character Defects

Attack Restriction ⁶ (Innocent Humans)	2
Powered After Transformation ⁷	1
Recurring Nightmares ⁸	2
Servitude ⁹ (Sailor Moon and the Scouts)	1
Taint of the Negaverse ¹⁰	2
Unique Defect (Amnesia)	1
Weakened Knight Power	2

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Knight Powers	5	20
Combined Attacks	4	4
Emotional Control ¹	4	8
Item of Power		
- Cane ²	2	4
- Cape ³	1	2
-Knight Armour ⁴	4	4
Knight Attack (Rose Throw)	6	18
Rejuvenation	5	5
Acrobatics ⁵	4	4
Appearance	4	4
Art of Distraction	3	2
Combat Mastery	2	4
Fortified Body	1	1
Speed	3	3
Strong Soul	1	1
Unique Attribute ⁵ (Perfect Timing)	2	2

Knight Attack

Rose Throw — This Knight Attack requires one or more roses. The roses can target multiple (up to 6) opponents, stop and negate any physical or energy-based attack, cut through physical restraints, prevent the target from taking an action the following combat round, or knock any object from the target's grasp. Opponents defend at a +6 penalty to the dice roll. The attack drains 30 Energy Points from Tuxedo Mask. (Damage = 30 points)

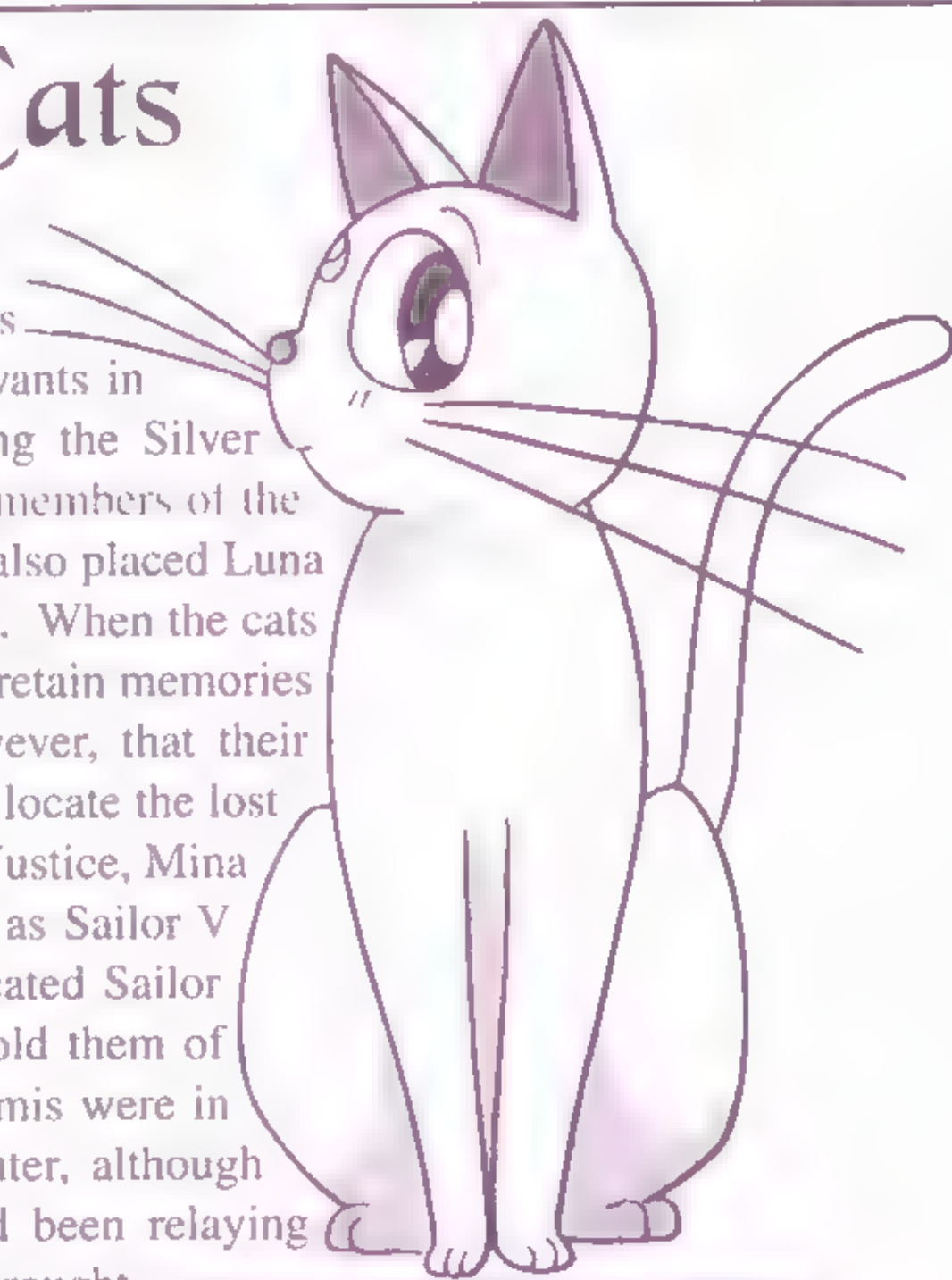
Attribute/Sub-Attribute Notes

1. **Emotional Control** — Tuxedo Mask can inspire Hope (his Emotion of Influence) in the Sailor Scouts when they are losing a battle, allowing them to regroup and defeat their opponent. Tuxedo Mask has also awakened the Sailor Scouts to their ability to power-up their attacks.
2. **Cane** — Tuxedo Mask's cane can not only extend to great lengths (over 20 feet), but can also act as a shield against incoming ranged attacks when he spins it like a baton (+2 to Defense Combat Value when used).
3. **Cape** — Tuxedo Mask's cape is woven from a special fabric that can protect him, and others near him, against ranged attacks or in armed combat (+1 to Defense Combat Value).
4. **Knight Armour** — This special armour is available to him only as Prince Darien, and not Tuxedo Mask. This Level 4 armour reduces the damage from all physical attacks by 20 points.
5. **Unique Attribute (Perfect Timing)** — Tuxedo Mask's spiritual connection to Sailor Moon and the other Sailor Scouts allows him to arrive to help his friends in combat at exactly the right moment.
6. **Attack Restriction** — Tuxedo Mask refuses to allow innocent human bystanders to be attacked or used by the Negaverse, even when he is under Queen Beryl's mind control.
7. **Powered After Transformation** — Access to the Knight Sub-Attributes depends on which form Tuxedo Mask takes. Darien Shields only has access to Rejuvenation. Prince Darien has access to all Sub-Attributes except the Rose Throw Attack, and his Cane Item of Power. Tuxedo Mask has access to all Sub-Attributes except the Knight Armour Item of Power.
8. **Recurring Nightmares** — Darien is constantly plagued with nightmares and other disturbing dreams, which makes it difficult to get a good night's sleep.
9. **Servitude** — Tuxedo Mask is required by Destiny to protect the Moon Princess, and the Sailor Scouts. While this servitude can exert a tremendous pressure upon Darien (turning him into Tuxedo Mask), it only interrupts his regular life when the Sailor Scouts are in danger.
10. **Taint of the Negaverse** — When Prince Darien is captured by Malachite, he is filled with negative energy and placed under Queen Beryl's powerful mind control. Darien not only experienced the evil of the Negaverse, but he lived it and was forced to embrace it.

The Guardian Cats



Luna



Artemis

The Guardians Cats of the Sailor Scouts — Luna and Artemis — were loyal servants in Queen Serenity's Moon Kingdom during the Silver Millennium. When the Queen sent her daughter and other members of the royal court one thousand years into the future to be reborn, she also placed Luna and Artemis in a state of suspended animation to accompany them. When the cats awoke in the 20th century in separate locations, they did not fully retain memories of their lives in the Moon Kingdom. They did remember, however, that their purpose for existing was to summon together the Sailor Scouts and locate the lost Moon Princess. In 1991, Artemis located the first Champion of Justice, Mina Aino, and gave her a Transformation Pen to help fight crime as Sailor V (she became Sailor Venus at a later date). In 1992, Luna located Sailor Moon, Sailor Mercury, Sailor Mars, and Sailor Jupiter, and told them of their destiny to battle the villains of the Negaverse. Luna and Artemis were in communication with each other during that time through a computer, although Luna did not know that the "Central Control" to whom she had been relaying information was actually Artemis. In October of 1992, Artemis brought Sailor Venus to meet Luna and the other Scouts so they could all work together to find the Moon Princess. Only days later, the Imperium Silver Crystal reformed and revealed that the Princess was actually Sailor Moon.

Luna and Artemis assist the Sailor Scouts in several ways: they provide the Scouts with their Transformation Pens and pocket/wrist communicators (updating them occasionally), they offer sound advice and encouragement, they teach the Scouts about their enemies and their *Senshi* powers, they use their resources to assist the Scouts in their missions, and they even enter combat occasionally if the Scouts are in great danger. In 30th century Crystal Tokyo, Luna and Artemis become parents for the first time. Their kitten, Diana, serves as the Guardian Cat for Chibi-Usa (Rini) in Crystal Tokyo, and when Chibi-Usa returns to the 20th century (fourth season, *Bishojo Senshi Sailormoon SuperS*).

Sailor Uranus

English Name:	Corrin (by Irwin Toys)
Japanese Name:	Haruka Tenoh ("Distant Heaven King")
Element of Influence:	Earth
Age (Season 3, 1994):	16
Birth Date:	January 27, 1978
Astrological Sign:	Aquarius
Height:	5' 8"
Blood Type:	B
Hobbies:	Driving, track and field, playing the piano
Favourite Colour:	Gold
Favourite Gemstone:	Amber
Favourite Food:	Salad
Least Favourite Food:	Natto (fermented soy beans)
Favourite School Subject:	Physical education
Least Favourite School Subject:	Modern Japanese
Strengths:	Car racing, flirting with girls
Weaknesses:	Confessions, skirts
Goal:	To be a world-class racing driver
Transformation:	Uranus Planet Power, Make-Up (Season 3)
Attacks:	World Shaking (Season 3), Space Sword Blaster (Season 4)
Items:	Uranus Transformation Wand (<i>Henshin Stick</i>), Space Sword Talisman



Haruka is the reincarnation of the Princess of Uranus, and transforms into the Magnificent Fighter, Sailor Uranus. Haruka is portrayed as the stereotypical "masculine" tomboy. She dresses like a man, and engages in a variety of sports, from motocross to track and field. Haruka is unquestionably female, but enjoys teasing and flirting with girls. Her inspiration is racing and her passion is to be as fast as the wind. Off the racetrack, she drives a car (without a license), a motorcycle, and a helicopter. She is also a talented pianist and has performed duets with Michiru. Haruka attends tenth grade at Mugen Gauken Academy and wears the male school uniform (thus it is not surprising that others believe she is a male). In her romantic relationship with Michiru, she holds the dominant role, and is quite possessive. Both Haruka and Sailor Uranus can be extremely blunt, callous and unmerciful when the situation becomes tense. However, after interacting with Sailor Moon, she shows a repressed, softer side. Sailor Uranus is militant about achieving her goals and is willing to sacrifice anyone, including Sailor Neptune, if it is the only option available.

Sailor Neptune

English Name:	Nerissa (by Irwin Toys)
Japanese Name:	Michiru Kaioh ("Maturing Sea King")
Element of Influence:	Water
Age (Season 3, 1994):	16
Birth Date:	March 6, 1978
Astrological Sign:	Pisces
Height:	5' 4"
Blood Type:	O
Hobbies:	Playing the violin, collecting cosmetics, swimming
Favourite Colour:	Marine blue
Favourite Gemstone:	Aquamarine
Favourite Food:	Sashimi (meat strips)
Least Favourite Food:	Kikurage (mushrooms)
Favourite School Subject:	Music
Least Favourite School Subject:	None
Strengths:	Playing the violin, painting
Weakness:	Sea cucumbers
Goal:	To be a violinist
Transformation:	Neptune Planet Power, Make-Up (Season 3)
Attacks:	Deep Submerge (Season 3), Submarine Reflection (Season 4)
Items:	Neptune Transformation Wand (<i>Henshin Stick</i>), Deep Aqua Mirror Talisman



Michiru is the reincarnation of the Princess of Neptune, and transforms into the Elegant Fighter, Sailor Neptune. Michiru is a quiet, artistically inclined young woman with a soft sense of humour. She holds herself elegantly, which attests to her beauty, and is from a wealthy family. Her mannerisms can be described as mature, lady-like, or worthy of a princess. As Michiru, her empathic principles often predominate. As Sailor Neptune, however, she tends to be more rigid and distant. Her coldness may stem from a resentment of being a Sailor Scout. Michiru attends tenth grade at Mugen Gauken High with Haruka. She plays the violin professionally and enjoys painting and swimming. Michiru owns a mansion by the sea, and enjoys visiting aquariums and art galleries. Haruka and Michiru share a special romantic bond, though they will not admit to the other Scouts that they are lovers. Sailor Neptune saves Sailor Uranus's life a number of times by putting her own life on the line to protect her beloved. Michiru is more passive than Haruka, but is certainly not any weaker, either as Michiru or Sailor Neptune.

Sailor Pluto

English Name:	Celia (by Irwin Toys)
Japanese Name:	Setsuna Meioh ("Momentary Dark King")
Element of Influence:	Time
Age (Season 2, 1994):	Sailor Pluto: over 1000 — Setsuna: 18-19
Birth Date:	Sailor Pluto: unknown — Setsuna: October 29, 1975
Astrological Sign:	Scorpio
Height:	5' 6"
Blood Type:	A
Hobbies:	Watching over Rini (Chibi-Usa), shopping
Favourite Colour:	Dark red
Favourite Gemstone:	Garnet
Favourite Food:	Green Tea
Least Favourite Food:	Eggplant
Favourite School Subject:	Physics
Least Favourite School Subject:	Music
Strengths:	Sewing, offering guidance to others
Weakness:	Cockroaches
Goal:	To be a fashion designer
Transformation:	Pluto Planet Power, Make-Up (Season 3)
Attacks:	Dead Scream (Season 3), Time Stop (Season 3)
Items:	Pluto Transformation Wand (<i>Henshin</i> Stick), Garnet Rod, Garnet Orb Talisman



Setsuna is the Princess of Pluto, and transforms into the Reformation Fighter, Sailor Pluto. In the second season of *Sailor Moon*, Sailor Pluto acts as a distant guardian for Rini while the young girl is in the 20th century. She has been charged to guard the Gate of Time with her key-shaped Garnet Rod. Sailor Pluto has the power to stop time (though using the power is forbidden), to correct time distortions, and to see into the future, but she does not usually divulge what lies ahead. Additionally, she can provide her allies access to the Time Warp, which allows them to travel back and forth through time. Sailor Pluto is blunt and logical, which makes her seem cold and insensitive. Sailor Pluto leads a solitary life while guarding the Gate of Time, but seems to have a special place in her heart for Rini, who affectionately calls her Luna-P (or "Puu" in Japan). In *Bishojo Senshi Sailormoon S* (third season), Sailor Pluto arrives on Earth as Setsuna Meioh to combine her Talisman with those belonging to Sailor Uranus and Sailor Neptune. Setsuna returns in *Sailor Stars* to take baby Hotaru (Sailor Saturn) from Hotaru's father, Souichi.

Sailor Saturn

English Name:	None given
Japanese Name:	Hotaru Tomoe ("Firefly Sprouting from the Earth")
Element of Influence:	Death and Healing
Age (Season 3, 1994):	12-13
Birth Date:	January 6, 1981
Astrological Sign:	Capricorn
Height:	3' 9" (as a child)
Blood Type:	AB
Hobbies:	Reading, collecting lamps
Favourite Colour:	Purple
Favourite Gemstone:	Fluorite
Favourite Food:	<i>Nihon Soba</i> (Japanese buckwheat noodles)
Least Favourite Food:	Milk
Favourite School Subject:	World history
Least Favourite School Subject:	Physical education
Strength:	Injury treatment
Weakness:	Physically weak
Goal:	To be a doctor
Transformation:	None shown
Attacks:	Death Reborn Revolution (Season 3), Silence Block (Season 4), Silence Glaive Surprise (Season 4)
Items:	Saturn Transformation Wand (<i>Henshin</i> Stick), Silence Glaive



Hotaru is the reincarnation of the Princess of Saturn, and transforms into the Melancholic Fighter, Sailor Saturn. Hotaru is an isolated, lonely girl who has no friends, and is enrolled at Mugen Gakuen Academy in the sixth grade. She possesses a unique power of healing which has alienated her from her peers due to their fear and misunderstanding. Hotaru also possesses the ability to create an enormous amount of energy that can blast anything in her path, but she does this subconsciously. Hotaru's mother died when she was young, and thus she lives in seclusion with her evil father, Professor Tomoe. At first her father had a good heart, but he sold his soul to an entity known as Mistress Nine after a lab explosion killed Hotaru. In return for his soul, the entity allowed Hotaru to live. Hotaru later becomes friends with Chibi-Usa (Rini) and with the Sailor Scouts. Sailor Saturn is the leader of the Outer *Senshi*. She is arguably the most powerful of all the Sailor Scouts, but she is severely limited by her weak constitution. As Hotaru, she is a caring and gentle soul, but as Sailor Saturn she has the power to completely destroy entities, fortresses, and entire worlds.

The Sailor Starlights

The Sailor Starlights first appear in *Sailor Stars* (fifth season). They are aliens from the planet *Kinkomū* and are on a quest to seek Princess Kakyuu. In their human forms on Earth, they pose as the male pop rock idols, The Three Lights. When they transform into Sailor Scouts, they take on female form. Their Sailor costumes deviate from the traditional *fuku* worn by the other Scouts, consisting of very revealing black leather bikini tops and hotpants. The Sailor Starlights do not use Transformation Wands (*Henshin Sticks*) to transform, but microphone headsets that materialize when they are ready.

Sailor Star Fighter

English Name:	None given
Japanese Name:	Kou Seiya ("Star Field Light")
Element of Influence:	Light
Age (Season 5, 1995):	15-16
Birth Date:	July 30, 1979
Astrological Sign:	Leo
Height:	5' 5"
Blood Type:	A
Hobby:	American football
Favourite Colour:	Red
Favourite Food:	Hamburgers
Favourite School Subject:	Physical education
Least Favourite School Subject:	Literature
Strengths:	Keyboard, writing lyrics, composing music
Weakness:	Girls

Transformation: Fighter Star Power, Make-Up (Season 5)

Attack: Star Serious Laser (Season 5)

Seiya is the leader of the Sailor Starlights and the lead singer for their pop band. He seems to have a crush on Usagi, as he flirts with her by calling her "*odango atama*" ("dumpling head") and asks incessantly about her boyfriend. Seiya is a very tough, sports-oriented person who plays to win. He also writes lyrics and composes music. He is often arrogant and rude, but is devoted to finding Kakyuu.



Sailor Star Maker

English Name:	None given
Japanese Name:	Kou Taiki ("Atmospheric Light")
Element of Influence:	Light
Age (Season 5, 1995):	15-16
Birth Date:	May 30, 1979
Astrological Sign:	Gemini
Height:	6' 2"
Blood Type:	AB
Hobby:	Reciting poetry
Favourite Colour:	Yellow
Favourite Food:	Sushi
Favourite School Subject:	Literature
Least Favourite School Subject:	None
Strengths:	Guitar, keyboard
Weakness:	Arguments

Transformation: Maker Star Power, Make-Up (Season 5)

Attack: Star Gentle Uterus (Season 5)

Taiki plays the guitar for the Three Lights, and at times the keyboard. He also co-writes the lyrics for their music with Seiya. Taiki is rather aloof and introverted, though he occasionally shows a softer side. He is a quiet, intelligent, and very studious individual who sees the world in logical, scientific terms.



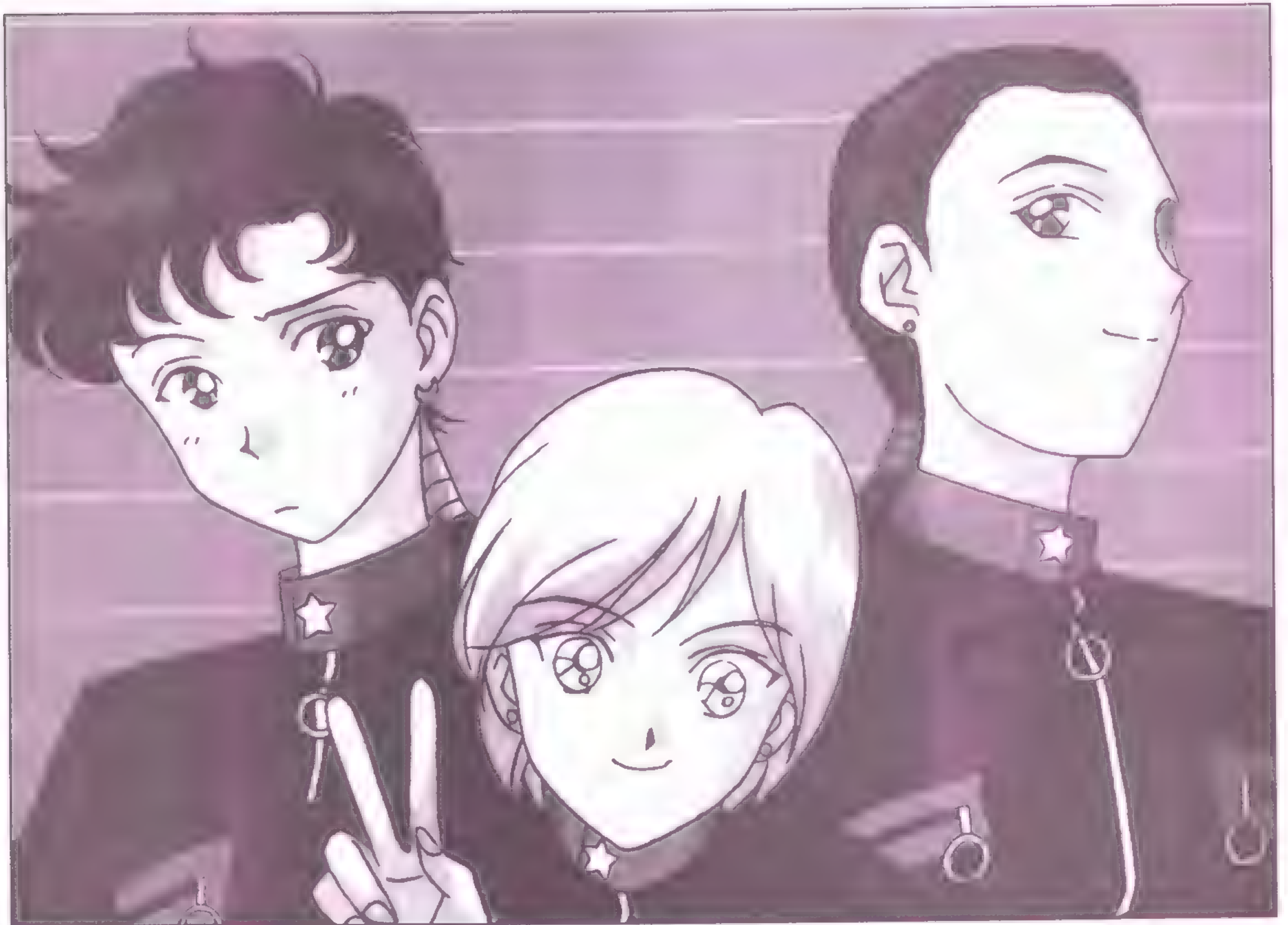
Sailor Star Healer

English Name:	None given
Japanese Name:	Kou Yaten ("Night Sky Light")
Element of Influence:	Light
Age (Season 5, 1995):	15-16
Birth Date:	February 8, 1979
Astrological Sign:	Aquarius
Height:	5' 0"
Blood Type:	B
Hobby:	Photography
Favourite Colour:	Light blue
Favourite Food:	Caviar
Favourite School Subject:	Art
Least Favourite School Subject:	Physical education
Strength:	Keyboard arrangements
Weaknesses:	Physical exertion, sweating

Transformation: Healer Star Power, Make-Up (Season 5)

Attack: Star Sensitive Inferno (Season 5)

Yaten, a truly *bishonen* character, has the biggest attitude problem of the three Sailor Starlights. He is impertinent, garish, and very conceited. Yaten is also quite impatient and has a stormy temper, but he is very kind to Luna and shows a special affection for her. In turn, Luna develops a big crush on Yaten which makes Artemis extremely jealous. Yaten is responsible for keyboard arrangements for the Three Lights.



Queen Beryl

Beryl is the Queen of the Negaverse and loyal servant of the Negaforce (Queen Metallia in Japan). She desires to rule the Earth, seeking revenge on Sailor Moon and the Sailor Scouts for Queen Serenity's actions during the Silver Millennium. Queen Beryl also wants Prince Darien to rule the Negaverse by her side. She is jealous of the bond between Prince Darien and Sailor Moon and cannot understand why he loves her. Queen Beryl kidnaps Darien when he is injured, erases his memories, and places him under her mind control to serve the Negaverse.

Queen Beryl is an impatient, demanding, merciless ruler who does not tolerate mistakes or failure. She expects and demands homage and complete obedience from her servants. She does not think twice about sacrificing any of them for the advancement of the Negaverse. Queen Beryl's powers are impressive but her body is weak. After she is gravely wounded by one of Prince Darien's roses, Queen Beryl pleads for help from the Negaforce. The Negaforce fuses with the Queen's body and provides her with immense power. During her final confrontation with the Moon Princess, Queen Beryl is vaporized by the Imperium Silver Crystal and the energy of the Sailor Scouts.

Attacks

Queen Beryl can shoot crackling bolts of negative energy from her hands. (Damage = 40 points, with +20 points after she fuses with the Negaforce)

Magical Powers

Teleportation of others, telekinesis, flight, project illusionary images, encasing servants in crystal (such as Jedite's "Eternal Sleep"), forming magical devices (such as the Black Homing Crystal), and many others magical talents.

Attribute/Sub-Attribute Notes

1. *Power Staff* — Queen Beryl's power staff can provide her with extra energy to fuel magical attacks (+30 Energy Points).
2. *Crystal Ball* — Queen Beryl uses her crystal ball to observe the activities on Earth.
3. *Mind Control Pod* — This powerful device can selectively erase the memories of one victim and place the individual under Queen Beryl's control. The pod is located in a side room of the Queen's palace, and was used to convert Prince Darien into an ally of the Negaverse.
4. *Divine Relationship* — With the Negaforce on Queen Beryl's side, the Negaverse has prospered and grown in strength for one thousand years, since its defeat during the Silver Millennium. Queen Beryl has a powerful ally and advisor in the Negaforce.
5. *Item Dependency (The Negaforce)* — Before Queen Beryl fuses with the Negaforce, her Negaverse Attack Sub-Attribute is at Level 4. During the final battle with the Moon Princess, the Negaforce increased Queen Beryl's Attack Sub-Attribute to Level 6.



Stats and Derived Values

Body	4
Mind	8
Soul	7
Health Points	55
Energy Points	125 (155 with Power Staff)
Attack Combat Value	9
Defense Combat Value	7
Total Character Points	35

Character Defects

Item Dependency ⁵ (The Negaforce)	1
Phobia (Defeat)	1
Physically Unappealing	1
Servitude (The Negaforce)	2
Special Requirement	
- Cannot leave Negaverse easily	2
Weakened Negaverse Power	2

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Negaverse Powers	5	25
Energy Drain	3	3
Environmental Control	3	12
Negaverse Attack	6	24
Negaverse Item		
- Power Staff ¹	2	6
- Crystal Ball ²	2	6
- Mind Control Pod ³	3	9
Negaverse Magic	6	12
Positive Energy Deflection	4	8
Summon/Control Servant	6	12
Combat Mastery	3	6
Divine Relationship ⁴	6	6
Energy Bonus	5	5
Powerful Mind	1	1
Strong Soul	1	1

Jedite (Jadeite)

Jedite is the first of Queen Beryl's four generals, sent to Earth to harvest energy from humans. This energy is then transferred to the Negaverse, which helps the Negaforce regain its power. Jedite is charming and has a soothing, rich voice with a cutting edge. He remains calm and collected and never rushes. Jedite is also quite sly and often hides in the shadows while he observes his target. He is a master when taking advantage of the gullibility of humans. Jedite is very interested in pleasing Queen Beryl and is humble when he stands before her. Failing Queen Beryl is his only fear. Jedite uses either possessed humans or *yoma* from the Negaverse to collect human energy. The energy is usually gathered through an object (including jewellery, flowers, clocks, a disco globe, etc.) and is then transferred to Jedite in the Negaverse. Jedite collects the energy into an orb which floats above his hand and grows as the amount of energy increases. Interestingly, Jedite collects energy from three of the seven deadly sins — greed, vanity, and gluttony. His other sources of energy stem from rebellion, panic, love, fame, luck, and scholastic achievement.

Jedite is a master of disguise. He visits Tokyo disguised as a radio host, an aerobics instructor, a caretaker at Raye's temple, a security guard, and a captain of a ship. He also specializes in illusions. Jedite makes a rusty, decrepid ship look like a luxury cruise liner, and projects an image of himself over Tokyo while making it appear as if the city is a raging inferno. Additionally, Jedite possesses incredible ability with telekinesis, and is able to control two jet airplanes and a monorail train. Jedite usually sends forth his *yoma* to battle the Sailor Scouts, but he does engage in combat directly with Tuxedo Mask. Jedite eventually learns the identities of Sailor Moon, Sailor Mercury, and Sailor Mars, but Queen Beryl encases him in a large crystal ("Eternal Sleep") for his repeated failures.



Attacks

Jedite can shoot energy blasts from his hands which are capable of pushing back large crowds without alerting them to his true power. He can also shoot crackling electric bolts of negative energy at his opponents. Each attack drains 10 points of Energy Points from Jedite. (Damage = 20 points)

Magical Powers

Levitation, teleportation, telekinesis, limited invisibility, opening dimensional portals to and from the Negaverse, sleep spells, and making human golems (such as policemen) out of mud.

Attribute/Sub-Attribute Notes

1. *Item Dependency (Mind Control)* — Jedite cannot control the minds of humans unless he forces them to wear a Negaverse item (such as a head circlet).

Stats and Derived Values

Body	4
Mind	5
Soul	3
Health Points	55
Energy Points	60
Attack Combat Value	7
Defense Combat Value	5
Total Character Points	15

Character Defects

Hollow Soul	2
Item Dependency ¹ (Mind Control)	1
Phobia (Failing Queen Beryl)	2
Servitude (Queen Beryl and The Negaforce)	2

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Negaverse Powers	2	10
Energy Drain	4	4
Environmental Control	1	4
Mind Control	4	8
Negaverse Attack	2	8
Negaverse Magic	3	6
Positive Energy Deflection	3	6
Summon/Control Servant	2	4
Appearance	1	1
Combat Mastery	3	6
Damn Healthy!	2	2
Energy Bonus	2	2
Speed	1	1

Nephrite (Nephrite)

Nephrite is the second of Queen Beryl's four generals. He is initially charged with the same mission as Jedite — gather energy from humans to release the Negaforce, and destroy Sailor Moon and the Sailor Scouts. When Nephrite's orders later change to locating the Imperium Silver Crystal, he uses magic to create the Star Crystal to show him the way. Nephrite is attuned to the stars and he uses this power in his quest for energy: Nephrite has asked the constellations of Sagittarius (the archer) and Orpheus (the musician) to guide Nephrite to a human with high energy potential. Once Nephrite learns about his target's main interest in life, he visits the individual and usually provides him or her with advice or encouragement. Nephrite then endows a special item with the essence of a *yoma*, which forces an obsession upon the human for his or her favoured activity. The human becomes mean, cruel, heartless and relentless in the pursuit of his or her quest. The more the human uses the endowed item, the more his or her energy is increased, until it reaches its peak. Nephrite is notified telepathically when this occurs, and orders the *yoma* within the item to drain energy from the human. When the *yoma* is defeated, the victim does not recall any events since meeting with Nephrite.

Nephrite is an extremely complex and dynamic character. He surrounds himself with wealth and material possessions while on Earth. He consumes alcohol (Zoycite refers to it as "lemonade"), wears designer clothes, drives a Ferrari, and lives in a mansion. His Earth alias is Maxfield Stanton (Masato Sanjouin in Japan), a young businessman who owns his own company. Nephrite interacts with humans more than the other three generals. He will show an interest in them, and appears helpful or concerned about the humans by offering advice, encouragement, and compliments. Nephrite is suave, dashing, and charming with a sexy, smooth voice. He is arrogant, however, and does not show the same respect for, or fear of, Queen Beryl that Jedite did. Nephrite argues with her, ignores her summons, and dismisses any suggestion that his rival, Zoycite, should work with him. Nephrite is also skilled warrior — strong, quick, agile, graceful, and quite dextrous. Zoycite brands Nephrite as a traitor when it appears that he falls for Molly Baker's affections. He is attacked by three of Zoycite's *yoma*, one of which thrusts a large thorn into his right shoulder. Before Nephrite succumbs to the injury, he laughs with Molly and learns how powerful emotions of love and happiness can be. The thorn eventually drains Nephrite's energy until he turns to stardust in Molly's arms and is united with the heavens.



Attacks

Nephrite can shoot balls of negative energy from his hands, or call upon the stars to rain down "star energy". Each attack drains 15 points of Energy Points from Nephrite. (Damage = 30 points)

Magical Powers

Levitation, teleportation (alone and with others), telekinesis, opening dimensional portals to and from the Negaverse, pyrokinesis, multiple illusionary images, voice projection, creating matter (a sword) from the air, the ability to watch the progress of his *yoma*'s battles through a projection on the ceiling of his mansion, and the ability to create powerful Star Crystals using energy from the stars.

Attribute/Sub-Attribute Notes

1. *Unique Attribute (Power of the Stars)* — Nephrite has a deep understanding of the power of the stars, and can ask constellations for direction in his quest for human energy. The stars also help Nephrite identify his target's "unique and special rhythm" as he or she reaches a peak energy potential. The *yoma* that Nephrite uses to help him in his quest are occasionally summoned from the constellations (such as Leo the Lion).

Stats and Derived Values

Body	8
Mind	6
Soul	6
Health Points	80
Energy Points	80
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	25

Character Defects

Attack Restriction (Molly)	1
Easily Distracted (Molly and her Energy)	2
Servitude (Queen Beryl and The Negaforce)	2
Touched by Positive Energy	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Negaverse Powers	3	15
Energy Drain	4	4
Environmental Control	3	12
Mind Control	4	8
Negaverse Attack	3	12
Negaverse Magic	5	10
Positive Energy Deflection	4	8
Summon/Control Servant	3	6
Appearance	4	4
Art of Distraction	1	0
Combat Mastery	2	4
Damn Healthy!	1	1
Energy Bonus	2	2
Speed	2	2
Unique Attribute ¹ (Power of the Stars)	3	3

The Rainbow Crystals

The Negaforce instructs Queen Beryl to use some of their collected energy to form the Black Homing Crystal, which can track down the Seven Rainbow Crystals. The Seven Shadows, the Negaverse's most powerful warriors, were captured in the Imperium Silver Crystal by Queen Serenity at the end of the Silver Millennium. The Crystal soon shattered, however, and formed the Seven Rainbow Crystals, with one Shadow Warrior trapped in each. These Crystals were lost in the Earth's atmosphere and were reborn in human hearts during the 20th century.

Zoycite's mission is to use the Black Homing Crystal to locate the Rainbow Crystal carriers and extract their Crystals. This will not only release the trapped Shadow Warriors, but once all seven Rainbow Crystals are retrieved, Queen Beryl can summon forth the powerful Imperium Silver Crystal. When commanded by Zoycite, the Black Homing Crystal projects an image of one of the carriers. Zoycite then confronts the carrier, and either hurls the Black Homing Crystal in front of them, or holds it in her hand. The Crystal emits rings of energy that magically opens the chest of the carrier. Once the Rainbow Crystal is retrieved, the human carrier is subsequently turned into one of the Seven Shadow Warriors. Sailor Moon uses the Crescent Moon Wand and her Moon Healing Activation power to restore the Rainbow Crystal carriers to their former selves.

Zoycite tricks Tuxedo Mask into giving the Negaverse his two Rainbow Crystals. When Tuxedo Mask is gravely injured in battle, however, one of Sailor Moon's magical teardrops calls back the Seven Rainbow Crystals from the Negaverse. The Crystals meld together to form the powerful Imperium Silver Crystal, revealing Sailor Moon to be the lost Princess of the Moon.

Order of the Rainbow Crystals Extraction From the Carriers

Number	Human	Crystal Colour	Shadow Warrior	Who Gets Crystal
1	Game Machine Joe	Red	Game Machine Man	Zoycite
2	A priest	Orange	Bobo the Vulture	Tuxedo Mask
3	Greg	Yellow	Bumboo	Sailor Moon, then Zoycite
4	Peggy Jones	Green	Veena	Zoycite
5	Rita Blake	Blue	Techniclone	Tuxedo Mask, then Zoycite
6	Grandpa Hino	Indigo	Pox	Zoycite
7	Hercules the cat	Violet	Bakene	Tuxedo Mask



Zoycite (Zoicite)

Zoycite is Queen Beryl's third general. In the original Japanese series, Zoycite is a male, but in the North American English translation, he is rewritten as a female. Zoycite was trained by Malachite, and the two of them share a special romantic relationship. Her mission is to locate the seven Rainbow Crystals, return the released Shadow Warriors to the Negaverse, and find the Imperium Silver Crystal. Zoycite does not have any respect for humans. She is very ambitious and is determined to prove herself to Malachite to earn his pride and love. Zoycite fears Queen Beryl, however, and shows her the necessary respect by kneeling before her, bowing her head, and flattering her. She relies on Malachite for comfort and is submissive to his wishes, but becomes jealous when Malachite comments on one human's attractiveness.

Zoycite is Nephrite's rival in the Negaverse. She constantly observes his moves and checks in on his progress. Zoycite wants to serve as Queen Beryl's right hand and criticizes Nephrite's failures before the Queen, hoping that she will lose confidence in him. Zoycite is vain, conniving and impatient. She cackles, jeers and taunts her enemies with threats and insults, and is more demanding than Jedite or Nephrite. Zoycite also manipulates Sailor Moon and Tuxedo Mask with human lives to reach her goals. Zoycite will not engage in combat unless she knows that she has the upper hand, and tends to leave a fight before it becomes too intense. Zoycite is a "dirty" fighter, and has no qualms about stabbing her opponent in the back after she says that she will give them a fair fight. Zoycite's weaknesses include crows and rats. Zoycite is destroyed by Queen Beryl after she disobeys a direct order, dying in Malachite's arms.

Attacks

Zoycite usually fires invisible blasts of negative energy from her hand with sufficient strength to knock opponents off their feet. Her attacks are accompanied with the attack words "Zoy!", though this is a personal choice and not a requirement. Each attack drains 15 points of Energy Points from Zoycite. (Damage = 30 points)

Magical Powers

Levitation, teleportation (alone and with others), telekinesis, opening dimensional portals to and from the Negaverse, illusions, limited flight, summon flurry of cherry blossoms (ideal for distractions), pyrokinesis, formation of crystal daggers which are telekinetically hurled towards an enemy, ability to convincingly disguise herself as Sailor Moon, and tapping into broadcast signals to interact with television viewers (such as Darien).

Attribute/Sub-Attribute Notes

1. *Black Homing Crystal* — This device was given to Zoycite by Queen Beryl to help locate the Rainbow Crystal Carriers, and extract the Crystals from their bodies. Prince Darien later uses the Black Homing Crystal to imprison the carriers for Queen Beryl.



Stats and Derived Values

Body	3
Mind	7
Soul	6
Health Points	55
Energy Points	75
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	25

Character Defects

Delicate Body	2
Servitude (Queen Beryl and The Negaforce)	2
Weakened Negaverse Power	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Negaverse Powers	3	15
Energy Drain	2	2
Environmental Control	4	16
Mind Control	2	4
Negaverse Attack	3	12
Negaverse Item		
- Black Homing Crystal ¹	2	6
Negaverse Magic	4	8
Positive Energy Deflection	2	4
Summon/Control Servant	2	4
Acrobatics	3	3
Appearance	3	3
Combat Mastery	3	6
Damn Healthy!	1	1
Energy Bonus	1	1
Speed	1	1

Malachite (Kunzite)

Malachite is Queen Beryl's fourth general, and is lover and mentor to Zoycite. Malachite helps Zoycite with the collection of the seven Rainbow Crystals and tries to destroy Sailor Moon and the Sailor Scouts. He is also charged by Queen Beryl with the responsibility of watching Prince Darien after his conversion to a Negaverse ally to see whether the Prince remains loyal to the Sailor Scouts. Malachite is the most powerful of all of the generals and was possibly their leader during the Negaverse assault on the Moon Kingdom. He reveals to Sailor Moon that he and the other three generals were present when the Negaverse destroyed the Moon Kingdom and Queen Serenity. Malachite is well-spoken, mature, confident, cunning and debonair. He learns the motives of his enemies to predict their future moves, and uses their loyalties and weaknesses against them. Although he expresses great confidence in Zoycite's abilities, he also warns her to be realistic and to not question the Queen's orders. He bows to the authority of Queen Beryl and respects her orders and her position, but he does not seem to fear her the way Jedite and Zoycite do.

Malachite is a cunning warrior who studies and researches his opponent before putting a plan of action into effect. He uses *yoma* and possessed humans in his attempt to reveal the true identity of Sailor Moon, while he watches their progress from the Negaverse. Although Malachite pines over the death of Zoycite and seeks revenge for her against the Sailor Scouts, he is quite jealous of Queen Beryl's attachment to Prince Darien. Malachite has great contempt for the Prince and enjoys watching him fail. He pleads, unsuccessfully, with Queen Beryl to spare Zoycite's life after she disobeyed a direct order. Zoycite receives a deadly blast from the Queen, and dies in Malachite's arms. Malachite keeps a picture of the two of them to remember their time together. The last of the great warrior generals dies, alone, when Sailor Moon deflects one of his powerful attacks back at him.



Attacks

Malachite either blasts his opponent with black spheres of energy, a sustained stream of negative power, or curved energy daggers. Each attack drains 25 points of Energy Points from Malachite. (Damage = 50 points)

Magical Powers

Levitation, teleportation (alone and with others), telekinesis, opening dimensional portals to and from the Negaverse, fantastic leaps, voice and image projection, creating explosions, ability to create black domes of negative energy which are capable of trapping people and absorbing Sailor Scout attacks, and tapping into broadcast signals to interact with television viewers.

Stats and Derived Values

Body	8
Mind	6
Soul	5
Health Points	75
Energy Points	75
Attack Combat Value	9
Defense Combat Value	7
Total Character Points	30

Character Defects

Servitude (Queen Beryl and The Negaforce)	2
Weakened Negaverse Power	2

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Negaverse Powers	4	20
Energy Drain	4	4
Environmental Control	3	12
Mind Control	5	10
Negaverse Attack	5	20
Negaverse Magic	4	8
Positive Energy Deflection	5	10
Summon/Control Servant	4	8
Appearance	1	1
Combat Mastery	3	6
Damn Healthy!	1	1
Energy Points	2	2
Fortified Body	2	2
Massive Damage	1	2

Alan & Ann (Ail & Ann)

Alan and Ann are aliens from a distant planet on a quest to save their Doom Tree, which is their source of life and energy. According to the North American English translation, it was Queen Beryl who suggested that they visit Earth to gather life-sustaining energy from humans. When Alan and Ann first arrive on the planet, they disguise themselves as humans and enroll at Crossroads Junior High School (as brother and sister from France). Although both Alan and Ann grew up surrounded by hate and greed, they are naturally drawn to love and kindness, but are confused by the strange new sensations. To gather energy for their Doom Tree, Alan uses his flute and deck of cards to summon very powerful servants known as cardians.

Alan and Ann's thirteen-episode "Doom Tree" story arc is not based on the *Bishojo Senshi Sailormoon manga* from Naoko Takeuchi, and only appears in the second season of the anime series (*Sailormoon R*).

Alan and Ann both have the same Character Stats, Attributes and Defects. Their shared information is given below.

Stats and Derived Values

Body	7
Mind	6
Soul	5
Health Points	70
Energy Points	65
Attack Combat Value	8 (10 for Negaverse Attack)
Defense Combat Value	6 (8 for Negaverse Attack)
Total Character Points	25

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Negaverse Powers	3	15
Energy Drain	6	6
Environmental Control	1	4
Mind Control	3	6
Negaverse Attack	5	20
Negaverse Magic	4	8
Positive Energy Deflection	5	10
Summon/Control Servant	5	10
Acrobatics	3	3
Appearance	3	3
Combat Mastery	2	4
Damn Healthy!	1	1
Energy Bonus	1	1
Focused Combat (Negaverse Attack)	2	2
Heightened Negaverse Power	1	1

Character Defects

Item Dependency ¹	1
- Cardian Deck and Flute	
Marked ²	1
Special Requirement ³ (Energy)	2
Touched by Positive Energy	1



Alan Granger (Seijuurou Ginga)

Alan enrolls in grade ten and is admired and pursued by many female students, including Lita. He is much more tolerant than Ann, and seems more devoted to their mission of finding energy for the Doom Tree. Alan becomes infatuated with Serena (perhaps drawn to her positive energy), but does not want to hurt Ann. Alan is compassionate, generous and hospitable, and usually allows Ann to have her way. He appreciates the beauty of nature but cannot understand humans' attachment to their offspring. Alan also displays a passionate, poetic, romantic side, but can be cunning and conniving, and rivals with Darien. Alan seems to understand the concept of love better than Ann. He even tries to please her by making a special meal for her, although neither of them need to eat food for survival. Alan decides that destroying love is wrong and asks Ann to spare Darien and Sailor Moon during the final battle. When Ann is killed by the Doom Tree, he is overcome with grief. His sorrow later turns to joy when Ann is brought back to life. Alan is Ann's best friend, protector, and true love.

Ann Granger (Natsumi Ginga)

Ann enrolls in grade nine in Serena's class. She seems to resent humans more than Alan, and is very vocal about her feelings towards them. She becomes infatuated with Darien, however, and does not want to see him harmed until their final confrontation when he expresses his love for Sailor Moon. Ann is extremely insolent to authority figures, jealous, persistent and often annoying. She is also bitter, vengeful, antagonistic, and has extremely low patience and tolerance. Ann learns to assimilate into human culture quickly. Her strengths include bravery, a sharp wit, and a fondness for romance (her favourite story is *Snow White and the Seven Dwarfs*). Ann is killed by one of the branches of the Doom Tree when she stands before Alan to protect him from the attack. Only in the moments before her death does Ann fully comprehend her love for Alan. After the Doom Tree is purged of all of its negative energy, Ann's life is restored.

Attacks

Both Alan and Ann can fire powerful energy blasts from their hands, capable of knocking people off their feet. Each attack drains 25 points of Energy Points when used. (Damage = 50 points)

Magical Powers

Alan and Ann each have the following abilities: levitation, teleportation, illusionary human form, illusionary image projection, invisibility, sensitivity to human energy peaks, limited telepathy, fantastic leaps, creating miniature tornadoes, and the ability to create a dimensional pocket within a room for their Doom Tree.

Attribute/Sub-Attribute Notes

1. *Item Dependency (Cardian Deck and Flute)* — Although Alan is the only one shown summoning the cardians, Ann is probably capable of summoning them as well. However, both the flute and cardian deck are needed for the summoning, and Alan carries them with him at all times.
2. *Marked* — Although Alan and Ann can disguise their obviously alien appearance with magical illusions, there are rare occasions when the magic may not work or may fail. This may occur when either of them are low on energy, or when their bodies experience a surprising new sensation (such as spicy food).
3. *Special Requirement (Energy)* — Alan and Ann need to absorb energy as frequently as humans need to consume food. This energy can come directly from a human, or channelled through the Doom Tree, but must be obtained on a regular basis. Lack of fresh energy results in a lack of concentration, and inability to perform daily tasks.



Catzi (Cooan)

Catzi is the youngest of the Four Sisters (but the oldest in the North American English translation). Her Dark Fire (or Ice Fire) attack parallels Sailor Mars's Mars Celestial Fire Surround. She wears a tutu and a striped leotard and has a hairstyle which resembles cat ears. Catzi likes to shop and is extremely vain and concerned with fashion and appearance. She is especially obsessed with the appearance of her face and does not understand the importance and enduring qualities of inner beauty. She wears a great deal of perfume and has forty different shades of lipstick. Catzi is more infatuated with Rubeus than any of her sisters are. She competes with her sisters to prove her abilities to Rubeus in order to gain his affections, and prefers to work alone. She buys little gifts for him to win his love and respect, but he only uses and abuses her affections for him. Catzi does not see this abuse and revels in any of his compliments. She dreams about being married to Rubeus and ruling the whole universe with him as the Queen of Tokyo. She believes Rubeus will love her if she wears enough makeup and is able to make her face look "just right."

Catzi angers easily and is not forgiving. She lashes out against others in her pain which makes her a more powerful enemy. She can be extremely manipulative and pours on her charm with Grandpa Hino to trick him into fighting her droid. Mars sees the good within Catzi and protects her from one of Jupiter's attacks. She believes Catzi's heart is pure but that she has just been following the wrong path. Catzi is the first sister to be cleansed of all negative energy by Sailor Moon's Moon Crystal Healing Activation. After Catzi is transformed into a normal human, she becomes a cosmetics saleslady for the Regal Cosmetics Company.



Attacks

Catzi can either shoot Dark Fire from her hands, cause a rain of energy blasts to fire from the sky, or create a barrier of fire. Each attack drains 20 Energy Points from Catzi. (Damage = 40 points)

Magical Powers

Levitation, teleportation, passing through solid objects, and the ability to infuse an object or place with dark energy.

Attribute/Sub-Attribute Notes

1. *Unique Attribute (Extendable Fingernails)* — Catzi has the ability to extend her fingernails to over one foot in length...similar to the way a cat can extend its claws. (1 point/Level)

Stats and Derived Values

Body	5
Mind	4
Soul	6
Health Points	55
Energy Points	80
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	15

Character Defects

Delicate Body	1
Easily Distracted (Personal Appearance)	2
Marked (Black Crescent Moon on Forehead)	2
Servitude (Rubeus and the Negamoon Family)	2
Touched by Positive Energy	1

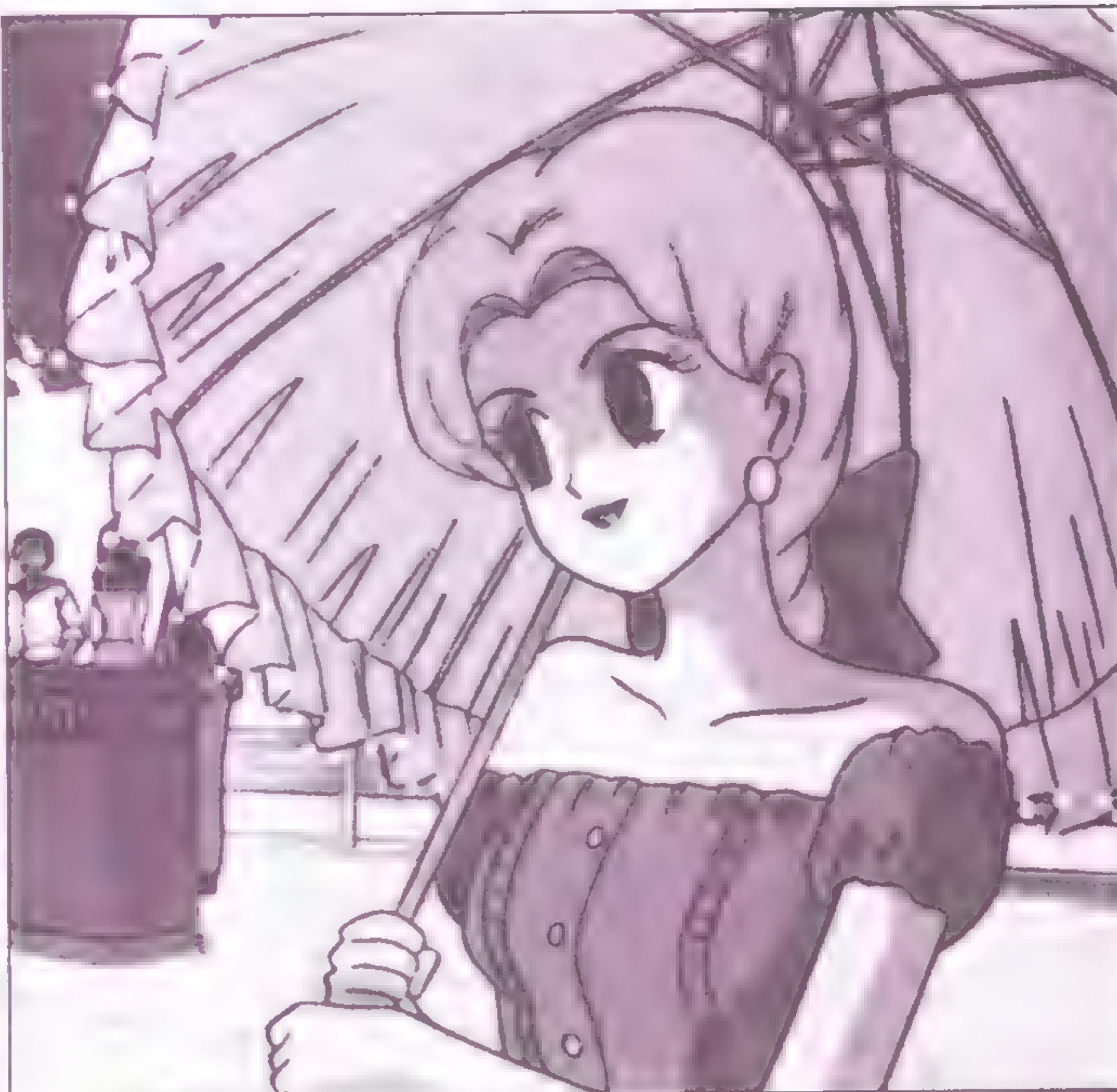
Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	1	5
Negaverse Attack	4	16
Negaverse Magic	2	4
Positive Energy Deflection	2	4
Summon/Control Servant	4	8
Acrobatics	2	2
Appearance	2	2
Combat Mastery	3	6
Energy Bonus	3	3
Heightened Negaverse Power	3	3
Speed	1	1
Unique Attribute ¹		
- Extendable Fingernails	1	1

Bertie (Beruche)

Bertie is the second youngest of the Four Sisters. Her Dark Water attack parallels Sailor Mercury's Shine Aqua Illusion. Bertie's mission is to turn one of the Crystal Points into a vortex of dark energy. She is the quietest and most intelligent of her sisters. She is also the least vain, but is still concerned with her looks. Bertie is also in touch with her feelings and can acknowledge the strengths of humans. She does not understand the concept of friendship, but decides she would like to have some. After Prizma and Avery refuse to help her when she is facing the Sailor Scouts and Tuxedo Mask, she says she does not believe in trust or love.

Bertie is cocky, whiny, overconfident, and a poor competitor who does not deal with pain very well. She will play to win or will not even bother to join the game. She seems to fear Rubeus, but has a close relationship with Catzi. After Catzi was transformed into a human, Bertie claims to miss her and all of her lipsticks. She likes wearing charm bracelets, playing chess, and having manicures and pedicures. She wears a braid across her forehead to hide her black crescent moon, and sometimes dresses like a Southern belle while on Earth. Like Catzi, Bertie wants to be the Queen of Tokyo, but there is no mention of Rubeus in this fantasy. Bertie does not like to be left behind by her sisters. With Catzi's encouragement, Bertie allows Sailor Moon to cleanse the dark energy from her soul, which transforms her into a normal human.



Attacks

Bertie primarily uses her Dark Water attack in combat. Each attack drains 20 Energy Points from Bertie. (Damage = 40 points)

Magical Powers

Levitation, teleportation, the ability to infuse an object or place with dark energy, and a number of cold-related spells (including the creation of a magical sphere of cold which is used to trap the Sailor Scouts).

Stats and Derived Values

Body	6
Mind	8
Soul	5
Health Points	65
Energy Points	75
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	15

Character Defects

Easily Distracted (Personal Appearance)	1
Marked (Black Crescent Moon on Forehead)	2
Servitude (Rubeus and the Negamoon Family)	2
Touched by Positive Energy	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	2	10
Mind Control	1	2
Negaverse Attack	4	16
Negaverse Magic	4	8
Positive Energy Deflection	3	6
Summon/Control Servant	4	8
Appearance	2	2
Combat Mastery	2	4
Damn Healthy!	1	1
Energy Bonus	1	1
Powerful Mind	3	3

Avery (Calaveras)

Avery is the second oldest of the Four Sisters. Her Dark Whip attack parallels Sailor Venus's Venus Love Chain Encircle. Like her other sisters, Avery is conceited and vain. She prizes her wardrobe, her lipsticks, her perfume, and her shopping ability. She only likes top quality jewels and initially refuses to partake in a mission because it would involve selling cheap jewellery. Avery is arrogant, impatient, persuasive, and deceptive. She often jeers, taunts and competes with Prizma, but interestingly, these two often work together. Nevertheless, Avery is surprised when Prizma turns on her and tries to kill her with the Negamoon Strobe. Sailor Moon purifies her soul at the same time that she purifies Prizma's.



Attacks

Avery primarily uses her Dark Whip attack in combat. Each attack drains 20 Energy Points from Avery. (Damage = 40 points)

Magical Powers

Levitation, teleportation, fantastic leaps, and the ability to infuse small objects (not places) with dark energy.

Attribute/Sub-Attribute Notes

1. *Mind Control* — Avery can only control a person's mind after the individual consumes or is contaminated by a small object infused with dark energy. The mind-controlled human can then infuse places and buildings with dark energy for Avery.
2. *Item Dependency (Mind Control)* — Avery's Mind Control Sub-Attribute is dependent on the consumption of, or contamination by, a small object infused with dark energy. Avery has the capability to create such objects.

Stats and Derived Values

Body	5
Mind	4
Soul	4
Health Points	65
Energy Points	80
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	18

Character Defects

Easily Distracted (Rivalry with Prizma)	2
Item Dependency ² (Mind Control)	1
Marked (Black Crescent Moon on Forehead)	2
Servitude (Rubeus and the Negamoon Family)	2
Touched by Positive Energy	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	2	10
Mind Control ¹	6	12
Negaverse Attack	4	16
Negaverse Magic	2	4
Positive Energy Deflection	2	4
Summon/Control Servant	4	8
Appearance	1	1
Combat Mastery	4	8
Damn Healthy!	2	2
Energy Bonus	4	4
Heightened Negaverse Power	1	1

Prizma (Petz)

Prizma is the oldest of the Four Sisters, and also the most stubborn. Her Dark Lightning attack parallels Sailor Jupiter's Jupiter Thundercrash Zap. She is secretly in love with Sapphire, but this is not revealed until he travels to the past to warn Prince Diamond about Wiseman's plans. Prizma hates working in the past and often whines about its primitiveness. She enjoys shopping for new clothes and eating strawberry shortcake. Prizma is obsessed with proving that she is more competent than Avery. She frequently bickers and competes with Avery, and enjoys giving her orders. Prizma eventually turns against Avery in combat and acts only for herself. However, once Rubeus abandons her, she is willing to sacrifice herself to save her sisters, Sailor Moon and the Sailor Scouts.

Prizma is given Wiseman's Negamoon Strobe by Rubeus to capture Catzi and Bertie, but only for a limited time. The strobe dramatically increases Prizma's abilities, allowing her to destroy a large portion of a bridge in a single blast. Prizma is bitter and has a bad temper. She thinks she is the prettiest of all of the sisters and is overconfident. Like Avery, when things are not going her way, she runs from a fight. Sailor Moon purifies her soul at the same time that she purifies Avery's.

Attacks

Prizma primarily uses her Dark Lightning attack in combat. Each attack drains 20 Energy Points from Prizma. (Damage = 40 points)

Magical Powers

Levitation, teleportation, fantastic leaps, and the ability to infuse small objects (not places) with dark energy.

Attribute/Sub-Attribute Notes

1. *Mind Control* — Prizma can only control a person's mind after the individual consumes or is contaminated by a small object infused with dark energy. The mind-controlled human can then infuse places and buildings with dark energy for Prizma.
2. *Item Dependency (Mind Control)* — Prizma's Mind Control Sub-Attribute is dependent on the consumption of, or contamination by, a small object infused with dark energy. Prizma has the capability to create such objects.



Stats and Derived Values

Body	7
Mind	4
Soul	4
Health Points	75
Energy Points	70
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	20

Character Defects

Easily Distracted (Rivalry with Avery)	2
Item Dependency ² (Mind Control)	1
Marked (Black Crescent Moon on Forehead)	2
Servitude (Rubeus and the Negamoon Family)	2
Touched by Positive Energy	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	2	10
Mind Control ¹	6	12
Negaverse Attack	4	16
Negaverse Magic	2	4
Positive Energy Deflection	6	12
Summon/Control Servant	4	8
Appearance	1	1
Combat Mastery	3	6
Damn Healthy!	2	2
Energy Bonus	3	3
Fortified Body	2	2
Heightened Negaverse Power	3	3
Speed	1	1

Rubeus

Rubeus, a member of the Negamoon family, is sent by Prince Diamond from the 30th century to kidnap Rini and retrieve the Imperium Silver Crystal. He is also charged with destroying the Crystal Points of 20th century Tokyo which would ensure the destruction of Crystal Tokyo in the future. Wiseman is his direct commander and advisor. Rubeus uses the Four Sisters to accomplish his mission, but when they fail he tries to destroy them all with the Negamoon strobe. The Sailor Scouts save the Four Sisters, however, and Sailor Moon purges the negative energies from their souls with the Imperium Silver Crystal. Rubeus manages to kidnap the four Inner *Senshi* with an energy beam from his spaceship. Sailor Moon and Rini confront him, but the Black Crystal that fuels his ship also enhances his attacks and makes him extremely powerful. Rini destroys the Black Crystal with assistance from the Imperium Silver Crystal within her body, allowing Sailor Moon to overwhelm Rubeus with her Moon Sceptre. With the Black Crystal destroyed, the spaceship begins to self destruct. The Sailor Scouts teleport safely back to Earth with Rini, but Rubeus dies in the explosion. In the moments before Rubeus's death, Emerald appears briefly to mock his failures.

Rubeus is usually a calm individual, but he has a hot temper with which he sometimes lashes out at others. He has no attachments to the Four Sisters and uses their affection for him to reach his goals. Rubeus desires to dominate the world and place Crystal Tokyo under his control. When his plans fail, he says that he is proud to die with the Sailor Scouts, believing that he will be Prince Diamond's greatest hero. With his cunning, cocky and confident mannerisms, he frequently gives ultimatums to the Four Sisters and the Sailor Scouts.



Attacks

Rubeus either forms several little balls of dark energy between his hands that explode upon impact, or channels dark energy directly into a powerful blast. Each attack drains 20 Energy Points from Rubeus. (Damage = 40 points, with +20 points from the Black Crystal when Rubeus is aboard his spaceship)

Magical Powers

Levitation, teleportation, communication through normal objects (such as Catzi's compact), and passing through solid objects.

Attribute/Sub-Attribute Notes

1. *The Black Crystal* — This device is a "daughter" of the Wiseman's Dark Crystal. It enables Rubeus to channel more power than he could normally, providing him with greater control when he is within close range. The Crystal also allows Rubeus to construct explosives of dark energy ("Negabombs", Damage = 60 points). Rubeus's Negaverse Attack damage is increased by 20 points when he is aboard his spaceship.
2. *Spaceship* — Rubeus's spaceship, powered by the Black Crystal, possesses cloaking technology that prevents its discovery by Japan and other world governments. It is also equipped to allow time travel between 30th century Crystal Tokyo and the present day, and to allow alteration of the gravitational forces within the spaceship. Additionally, the Chamber of Mirrors in the heart of the ship allows Rubeus and the Four Sisters to observe the streets of Tokoy, and transport to the Earth's surface and back again.
3. *Item Dependency (The Black Crystal)* — Proximity to the Black Crystal is required to fuel many of Rubeus's Attributes and Sub-Attributes, including Negaverse Attack, Negaverse Magic, Positive Energy Deflection and Energy Bonus. If Rubeus travels too far from the Crystal or the Crystal is destroyed, his Level in the dependent Attributes and Sub-Attributes are reduced by half.

Stats and Derived Values

Body	6
Mind	5
Soul	4
Health Points	80
Energy Points	105
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	25

Character Defects

Hollow Soul	1
Item Dependency ³ (The Black Crystal)	2
Marked (Black Crescent Moon on Forehead)	2
Servitude (The Negamoon Family)	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	2	10
Negaverse Attack	4	16
Negaverse Item		
- Black Crystal ¹	4	12
- Spaceship ²	4	12
Negaverse Magic	2	4
Positive Energy Deflection	6	12
Appearance	2	2
Combat Mastery	3	6
Damn Healthy!	3	3
Energy Bonus	6	6
Heightened Negaverse Power	4	4

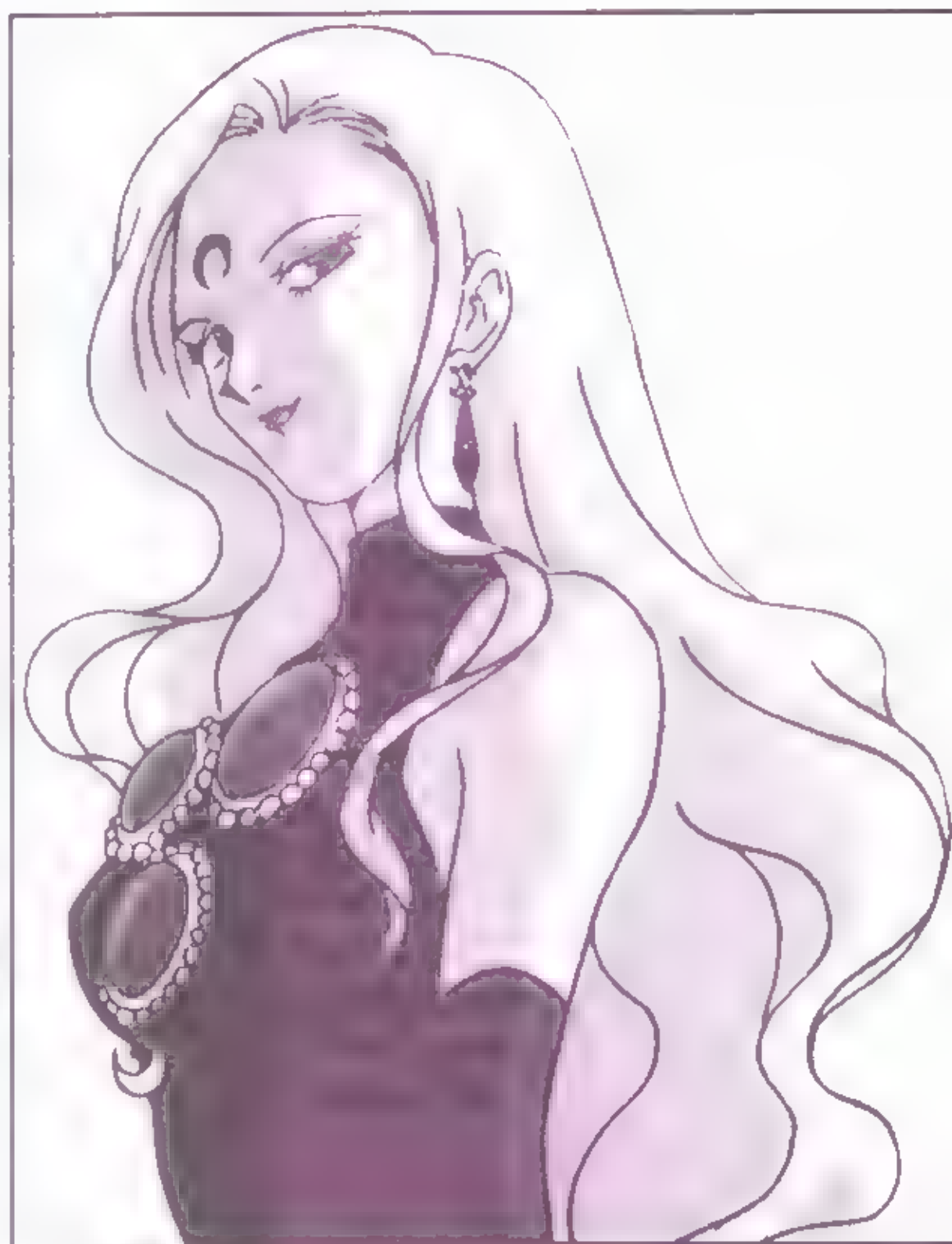
Emerald (Esmeraude)

Emerald assumes Rubeus's duties after his demise. She has no respect for Rubeus and gloats over his death: "I am the highest ranking officer of the Dark Moon, and the commander-in-chief of the 20th century operation. I have more credentials than Rubeus and all men in the universe kneel down before me because I'm the strongest and the most beautiful woman of all the worlds in space."

Emerald orders Sapphire to construct small crystal statue replicas of herself called Dark Crystal Wedges, which she places at the Crystal Points in Tokyo. She infuses the Wedges with dark energy and when they have accumulated enough power, the Dark Gate will be opened to destroy Crystal Tokyo.

Emerald is quite stunning, but does not want to be noticed for fear that her plans will be destroyed. Nevertheless, she is highly sensitive about her age and her appearance. Emerald displays some paranoia and has illusions of grandeur, wanting all humans to both fear and loathe her. She is in love with Prince Diamond and tries to impress him with her knowledge and her strategic planning. She is jealous of Prince Diamond's love for Sailor Moon and feels threatened when he decides that Rini will be converted to a Negamoon family ally. Emerald is fond of fine furs, red wine, and pedicures, but has a particular weakness for cakes and other pastries. She also has a loud, annoying laugh which can inflict pain upon others.

Emerald confronts Wiseman and requests access to the strongest powers of the Dark Crystal to attack the Crystal Palace. Wiseman agrees and gives her a crown that he says will help her become Prince Diamond's Queen. The immense power of the Dark Crystal proves too much for her body to control, however, and changes her into an enormous green dragon. Tuxedo Mask stuns the dragon in battle by throwing a rose into the centre of its crown, allowing Sailor Moon to destroy her with the Moon Sceptre. Emerald falls, screaming, into a void of emptiness and dies.



Attacks

Emerald can either throw black balls of energy from her hands or send forth crackling bolts of dark energy. Each attack drains 20 Energy Points from Emerald. (Damage = 40 points)

Magical Powers

Levitation, teleportation, fantastic leaps, sleeping spells, and the ability to change her clothes at will.

Attribute/Sub-Attribute Notes

1. *Negamoon Earrings* — These crystal jewels help Emerald to identify and pinpoint Crystal Points in Tokyo.
2. *Dark Crystal Wedges* — Emerald places these statues at Crystal Points to fill the surrounding area with dark energy. Emerald can also summon droids from the Wedges to protect her evil operation.
3. *The Dark Crystal* — Emerald has partial control over the Dark Crystal and can tap into its power in the future while she is in the 20th century.
4. *Unique Attribute (Time Travel)* — Emerald can travel through time between 30th century Crystal Tokyo and 20th century Tokyo. Each time travel requires 10 Energy Points. (2 points/Level)
5. *Item Dependency (Crystal Wedges)* — Emerald cannot summon droid servants without assistance from the Dark Crystal Wedges.

Stats and Derived Values

Body	5
Mind	8
Soul	5
Health Points	60
Energy Points	65
Attack Combat Value	8
Defense Combat Value	6
Total Character Points	28

Character Defects

Easily Distracted (Cakes and Pastries)	1
Item Dependency ⁵ (Crystal Wedges)	1
Marked (Black Crescent Moon on Forehead)	2
Servitude (Prince Diamond)	2

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	2	10
Energy Drain	2	2
Negaverse Attack	4	16
Negaverse Item		
- Negamoon Earrings ¹	1	3
- Dark Crystal Wedges ²	2	6
- The Dark Crystal ³	1	3
Negaverse Magic	3	6
Positive Energy Deflection	2	4
Summon/Control Servant	4	8
Acrobatics	1	1
Appearance	3	3
Art of Distraction (Piercing Laugh)	3	3
Combat Mastery	2	4
Damn Healthy!	1	1
Heightened Negaverse Power	2	2
Powerful Mind	2	2
Speed	2	2
Unique Attribute ⁴ (Time Travel)	3	6

Sapphire (Safir)

Sapphire is the intellectual, bitter, impatient, hot-tempered younger brother of Prince Diamond, who is in love with Emerald. His duties include analyzing the Crystal Palace for weaknesses or signs of activity, and monitoring the energy absorption indicator of the Dark Crystal. Sapphire is suspicious of Wiseman's intentions and fears that his brother's judgement of Wiseman's actions is clouded by his desire for revenge. He remains completely loyal to the Prince, however, and has faith in him and his abilities. After he learns that Wiseman is only using the Negamoon family, Sapphire removes the control chip of the Dark Crystal to prevent Wiseman from summoning the Doom Phantom. He is attacked by Wiseman and thus travels to 20th century Earth, where he receives help from the Four Sisters.

Prizma is able to find the love and gentleness in Sapphire, helping him remember how he once appreciated the beauty of nature. Sapphire states that he feels calm around kindness and love, and questions the Negamoon family's motives for wanting revenge on Earth for their banishment to Nemesis. He believes that their tactics are too drastic and knows he needs to alert Prince Diamond to Wiseman's true intentions. Sapphire is willing to sacrifice his life to save his brother from great danger and dies a martyr at the hands of Wiseman while trying to warn the Prince. After he has died, Sapphire's black crescent moon disappears from his forehead, perhaps indicating that he was released from all the negative energies of hate, bitterness, and vengeance through his death.

Attacks

Sapphire is unable, or perhaps unwilling, to launch energy-based attacks.

Magical Powers

Teleportation, telekinesis, and the ability to create Dark Crystal Wedges for Emerald.

Attribute/Sub-Attribute Notes

1. *Dark Crystal Wedges* — Although only Emerald actually uses the Wedges, Sapphire is the one who creates them.
2. *The Dark Crystal* — Sapphire's intense studying of the Dark Crystal allows him to partially access its power, if required.
3. *Special Senshi/Knight Sub-Attribute (Rejuvenation)* — Sapphire's soul has withstood complete contamination by dark energy, allowing him to access the *Senshi/Knight* power of Rejuvenation. This ability helps him survive multiple attacks from Wiseman. See page 36 for more information.
4. *Unique Attribute (Time Travel)* — Sapphire can travel through time between 30th century Crystal Tokyo and 20th century Tokyo. Each time travel requires 10 Energy Points. (2 points/Level)



Stats and Derived Values

Body	8
Mind	10
Soul	9
Health Points	145
Energy Points	95
Attack Combat Value	9
Defense Combat Value	7
Total Character Points	32

Character Defects

Marked (Black Crescent Moon on Forehead)	2
Servitude (Prince Diamond)	1
Touched by Positive Energy	2
Weakened Negaverse Power	1

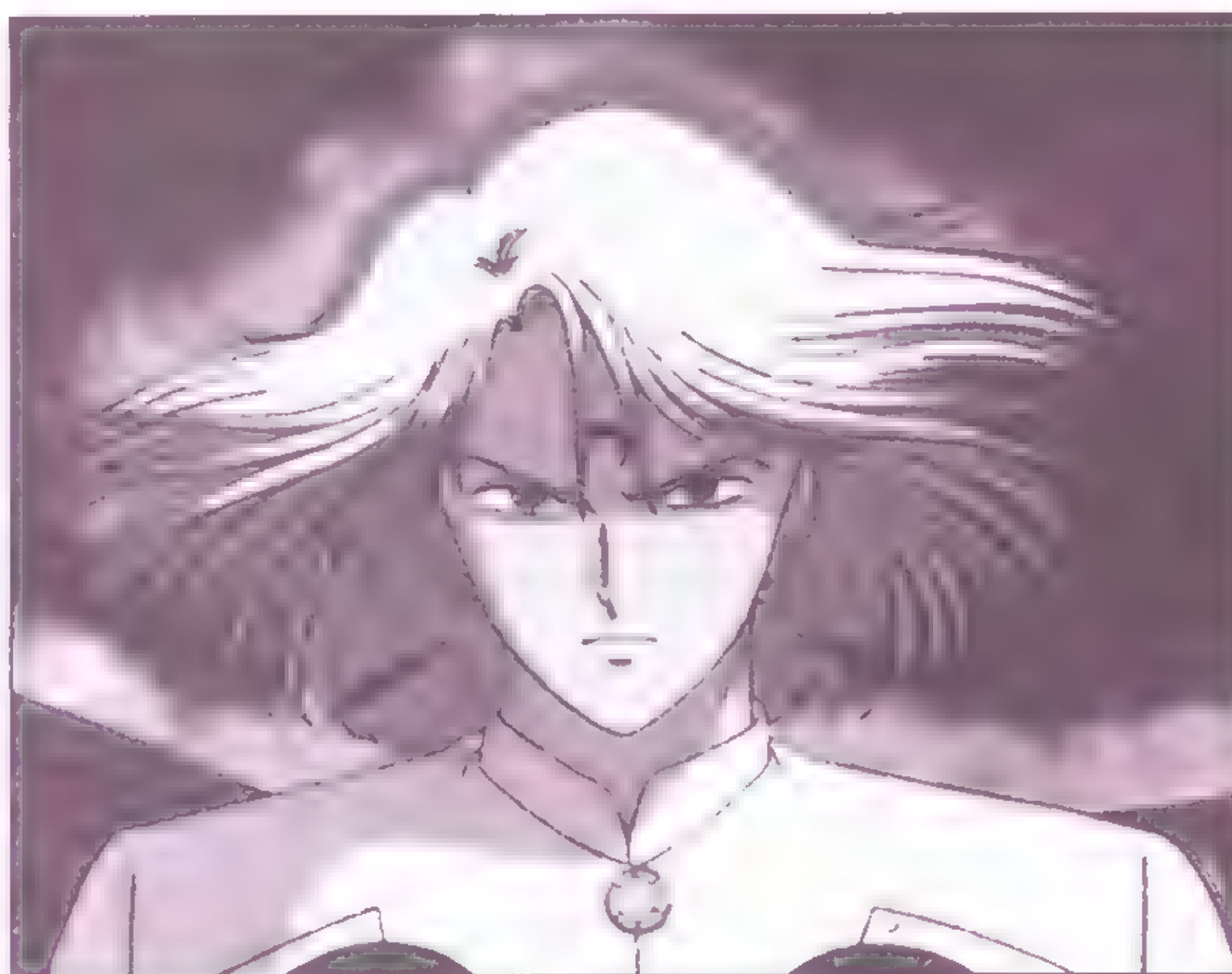
Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	2	10
Negaverse Item		
- Dark Crystal Wedges ¹	2	6
- The Dark Crystal ²	3	9
Negaverse Magic	2	4
Positive Energy Deflection	6	12
Special <i>Senshi/Knight</i> Sub-Attribute ³		
- Rejuvenation	5	5
Appearance	4	4
Art of Distraction	1	0
Damn Healthy!	6	6
Fortified Body	2	2
Heightened Senses	1	1
Powerful Mind	5	5
Strong Soul	4	4
Unique Attribute ⁴ (Time Travel)	3	6

Prince Diamond (Prince Demando)

Prince Diamond is the leader of the Negamoon family from the Dark Moon of Nemesis. He has vowed revenge on the people of Earth and the King and Queen of Crystal Tokyo for banishing them from the planet. After growing up on a lifeless, dark, and ugly world, he now wants his people to live on the Earth after humanity is destroyed. Prince Diamond is obsessed with Neo-Queen Serenity's beauty and when he sees Sailor Moon's eyes, he knows that they are the same person. He kidnaps Sailor Moon and tries to force her to be his Queen, but fortunately Tuxedo Mask comes to Sailor Moon's rescue. Prince Diamond tells Sailor Moon that he intends to combine the Dark Crystal with the Imperium Silver Crystal, giving him mastery over all time and space. Prince Diamond frequently seeks council from Wiseman and does not see that Wiseman is merely using him. He realizes too late that Sapphire's warnings were true and dies while protecting Sailor Moon from Wiseman's attack.

Prince Diamond is suave, cool and dashing, but at the same time is very bitter and angry. He demands respect and obedience from others, but places much faith in his brother, Sapphire. Sapphire's death hurts him deeply and nearly brings him to tears. Before he dies, the Prince reveals that all he ever wanted was a chance for his people to live on a beautiful planet. In the end, Prince Diamond sees the error of his ways and asks for forgiveness from Sailor Moon.



Attacks

Prince Diamond can either fire a wide blast of dark energy from his hands, or shoot an energy blast from his third eye. Each attack drains 30 points of Energy Points from Prince Diamond. (Damage = 60 points)

Magical Powers

Levitation, teleportation, telekinesis, paralysis, sleeping spells, and the ability to communicate with others through time.

Attribute/Sub-Attribute Notes

1. *Negamoon Earrings* — Prince Diamond uses these dark jewels to create a crystal fortress in the heart of 20th century Tokyo to serve as a base of operations.
2. *The Dark Crystal* — Although he is not attuned to the Dark Crystal as closely as Wiseman, Prince Diamond can still draw upon its power.
3. *Unique Attribute (Third Eye)* — Prince Diamond can shapeshift the black crescent moon on his forehead into a third eye. This new eye can send forth an energy blast (his Negaverse Attack) or be used to control the mind of one or more targets. (1 point/Level)
4. *Unique Attribute (Time Travel)* — Prince Diamond can travel through time between 30th century Crystal Tokyo and 20th century Tokyo. Each time travel requires 10 Energy Points. (2 points/Level)
5. *Unique Attribute (Family Attunement)* — Prince Diamond is spiritually connected to the members of his Negamoon family and can feel when they die or are in danger. (1 point/Level)
6. *Item Dependency (Third Eye)* — Before Prince Diamond can access his Mind Control Sub-Attribute, he must transform the black crescent moon on his forehead into a third eye.

Stats and Derived Values

Body	8
Mind	7
Soul	6
Health Points	70
Energy Points	95
Attack Combat Value	9
Defense Combat Value	7
Total Character Points	35

Character Defects

Easily Distracted (Revenge Against Humanity)	2
Item Dependency ⁶ (Third Eye)	1
Marked (Black Crescent Moon on Forehead)	2
Touched by Positive Energy	1
Weakened Negaverse Power	1

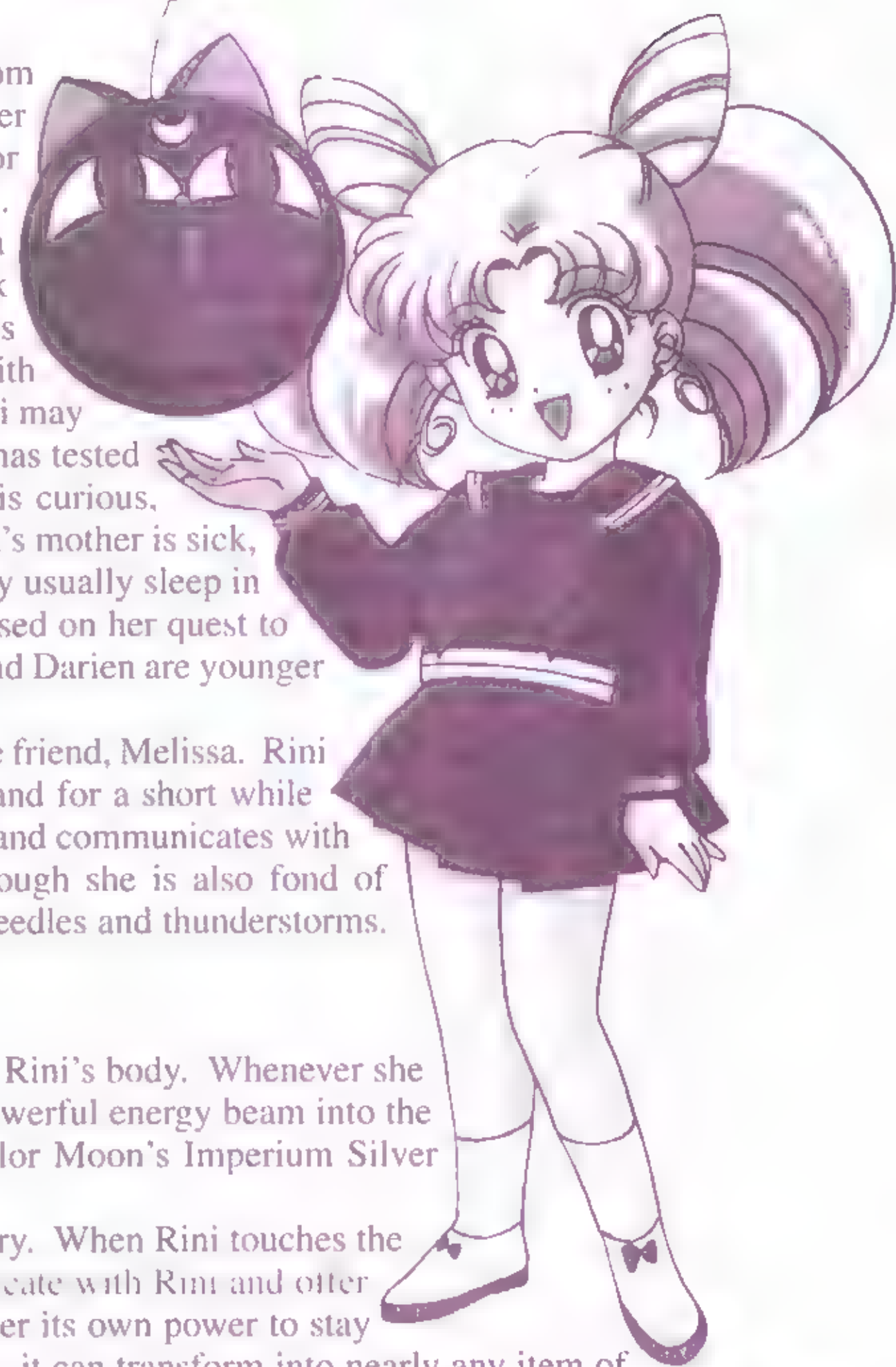
Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	4	20
Energy Drain	6	6
Environmental Control	2	8
Mind Control	3	6
Negaverse Attack	6	24
Negaverse Item		
- Negamoon Earrings ¹	2	6
- The Dark Crystal ²	4	12
Negaverse Magic	3	6
Positive Energy Deflection	4	8
Acrobatics	2	2
Appearance	3	3
Combat Mastery	2	4
Energy Bonus	3	3
Speed	2	2
Unique Attribute ³ (Third Eye)	1	1
Unique Attribute ⁴ (Time Travel)	3	6
Unique Attribute ⁵ (Family Attunement)	1	1

Rini (Chibi-Usa)

Rini is the five year-old child of Neo-Queen Serenity and the King of the Earth from 30th century Crystal Tokyo. She comes to the 20th century to search for the Imperium Silver Crystal and to escape from the Negamoon family. She is quite intelligent and articulate for her age, and initially presents herself as an obnoxious, spoiled, high-spirited, rude little girl. It is later revealed that this is a front — in reality, Rini is lonely, scared, and harbours a tremendous secret. Rini has tried to repress the memories of what happened after she took her mother's Imperium Silver Crystal, but this is ineffective and Rini often experiences flashbacks. She tests the love and friendship of others and tries to push them away with hurtful words and actions, including running away from Serena's home multiple times. Rini may not feel worthy of being loved, or wants to hurt others before they can hurt her. After she has tested Serena's and the other Sailor Scouts' love for her, Rini reveals a new personality. She is curious, brave, energetic, and extremely helpful. Rini offers to do all of the housework when Serena's mother is sick, and even plays nursemaid to Serena. Although Rini and Serena often argue and bicker, they usually sleep in the same bed. Additionally, Rini shares a special bond with Darien and is extremely focused on her quest to find the Imperium Silver Crystal. It is not until much later that Rini discovers that Serena and Darien are younger versions of her future parents.

While in 20th century Tokyo, Rini attends school at Harbour Elementary with her close friend, Melissa. Rini is upset when she learns that Serena and her older friends are actually the Sailor Scouts, and for a short while loses faith in Sailor Moon's abilities. Sailor Pluto acts as Rini's guardian while in the past, and communicates with her through the Luna Ball. Rini's favourite food is pancakes (especially blueberry), though she is also fond of chocolate cake, ice cream, and curried chicken. Rini does not like being alone, and fears needles and thunderstorms.



Attribute/Sub-Attribute Notes

1. *Imperium Silver Crystal* — The Imperium Silver Crystal of Crystal Tokyo resides in Rini's body. Whenever she is angry, scared or sad, a crescent moon appears on her forehead and shoots out a powerful energy beam into the sky or at her enemies. The Crystal (Level 4) is considered less powerful than Sailor Moon's Imperium Silver Crystal (Level 5) because Rini has little control over its use.
2. *Luna Ball* — This multifunctional device protects Rini while she is in the 20th century. When Rini touches the Luna Ball's nose, an image of Sailor Pluto appears in its right eye that can communicate with Rini and offer her advice and encouragement. The Luna Ball is also Rini's companion, flying under its own power to stay close to Rini. When Rini bounces the Luna Ball and yells the phrase "Kitty Magic", it can transform into nearly any item of her desire, which has included: a toy handgun (Japanese version only), a hypnotising umbrella, a baby bottle filled with a sleeping potion of milk, a candy cane which later transforms into a bouquet of flowers, a parachute, a first-aid kit, and a slingshot.
3. *Crystal Time Key* — This key allows Rini to travel through time (with Sailor Pluto's help), but can be dangerous if used too often, or at an inappropriate time. During one attempted use, the key created a zero-gravity environment in a nearby building. The gravity returned only after Rini held the key close to her chest and concentrated deeply.
4. *Heightened Senshi Power* — Although Rini is not a true Sailor Scout, she does have access to two *Senshi*/Knight Sub-Attributes — Combined Attacks and Item of Power. The Heightened *Senshi* Power Attribute is extended to Level 11 to provide her with the required Power Points.
5. *Special Defense (Damage Cap)* — The Imperium Silver Crystal within Rini's body prevents the damage from any single energy-based attack from exceeding 5 points. Thus, a Level 6 Negaverse Attack that normally does 60 points of damage only delivers 5 points of damage to Rini.
6. *Unique Defect (Energy Beams from Forehead)* — The energy beam that shoots from Rini's forehead when she is angry, scared, or sad makes it very difficult to hide from those who are pursuing her.

Stats and Derived Values

Body	2
Mind	3
Soul	7
Health Points	45
Energy Points	50
Attack Combat Value	4
Defense Combat Value	2
Total Character Points	10

Character Defects

Ageism	2
Easily Distracted (Darien)	2
Phobia (Thunderstorms, Needles, Being Alone)	2
Unique Defect ⁶ (Energy Beams from Forehead)	2
Unique Defect (Repressed Memories and Guilt)	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
<i>Senshi</i> Powers	0	0
Combined Attacks	2	2
Item of Power		
- Imperium Silver Crystal ¹	4	8
- Luna Ball ²	3	6
- Crystal Time Key ³	3	6
Appearance (Cute)	1	1
Divine Relationship	1	1
Heightened <i>Senshi</i> Power ⁴	11	11
Special Defense ⁵ (Damage Cap)	3	6

Wicked Lady (Black Lady)

Wicked Lady is a twisted and more physically developed version of Rini. She is a small child trapped inside an adult's body, begging for help. Wicked Lady is the embodiment of an adult who grew up never feeling love, kindness, or other positive emotions. Rini is turned into Wicked Lady by Wiseman. He probes her memories of her family and friends and twists them into half-truths and blatant lies. Wicked Lady is extremely angry and vengeful, claiming to be the messenger of the Doom Phantom — the master of all time, space and energy. Wicked Lady rejects all love from her friends, and states that loneliness was all that 20th century Earth ever offered her. She further claims that her Luna Ball was the only friend she ever had, and after she embraces the item, the crescent moon on its forehead changes to that of the Negamoon family.

Wicked Lady's mission is to allow the power of the Dark Crystal to channel through her body, open the Dark Gate, and shatter the Earth into a dust cloud. She does not seem to realize or care, however, that this will destroy her as well. During a final confrontation, Sailor Moon changes into Neo-Queen Serenity and with Tuxedo Mask's help, invokes Wicked Lady's true childhood memories to help her transform back into Rini once again.



Attacks

Wicked Lady can channel power directly from the Dark Crystal, sending forth crackling bolts of dark energy from her hands. Each attack drains 20 points of Energy Points from Wicked Lady. (Damage = 40 points)

Magical Powers

Levitation, teleportation, flight, and the ability to channel dark energy directly through her body.

Attribute/Sub-Attribute Notes

1. *The Dark Crystal* — Although she is not attuned to the Dark Crystal as closely as Wiseman, Wicked Lady can still draw upon its power.
2. *Luna Ball* — After the Luna Ball is filled with dark energy by Wicked Lady, its powers increase dramatically. The Luna ball can still change into multiple forms (including a mirror, fan, umbrella and badminton racket with birdie), but can also be used as an offensive weapon. It can emit dark energy attacks, create incredible gusts of wind, shoot large spikes, and enclose targets in a dome of crackling dark energy.
3. *Unique Attribute (Time Travel)* — Wicked Lady can travel through time between 30th century Crystal Tokyo and 20th century Tokyo. Each time travel requires 10 Energy Points. (2 points/Level)

Stats and Derived Values

Body	6
Mind	3
Soul	4
Health Points	80
Energy Points	85
Attack Combat Value	7
Defense Combat Value	5
Total Character Points	30

Character Defects

Easily Distracted (The Truth and Altruism)	2
Marked (Black Crescent Moon on Forehead)	2
Servitude (Wiseman)	1
Touched by Positive Energy	2

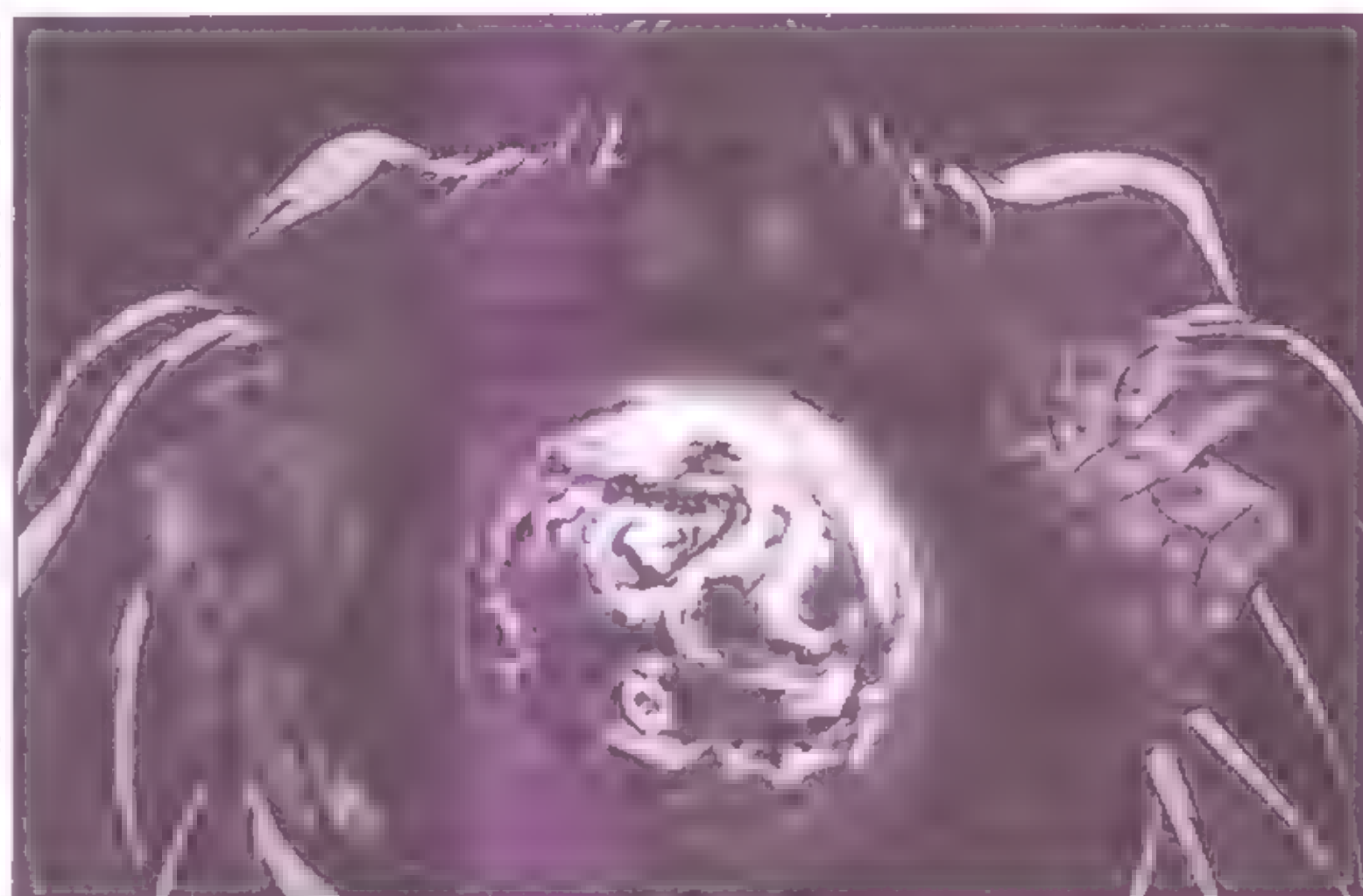
Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	2	10
Negaverse Attack	4	16
Negaverse Item		
- The Dark Crystal ¹	4	12
- Luna Ball ²	4	12
Negaverse Magic	1	2
Positive Energy Deflection	1	2
Appearance	4	4
Art of Distraction	1	0
Combat Mastery	3	6
Damn Healthy!	3	3
Energy Bonus	5	5
Heightened Negaverse Power	1	1
Speed	2	2
Unique Attribute ³ (Time Travel)	3	6

Wiseman/Doom (Death) Phantom

Wiseman is the alternate ego of the Doom Phantom, a powerful entity who has allied himself with Prince Diamond and the Negamoon family. In reality, Wiseman works against Prince Diamond's plans, intending to destroy the universe by reverting it to complete darkness. He wants all to be silenced in the name of the Doom Phantom and intends to "cleanse" all life matter in the universe. Wiseman has prophetic visions about the future, and is strongly aligned with the Dark Crystal. He also serves as Rubeus's master and advisor, but rarely extends himself to help Rubeus or the Four Sisters directly. Wiseman appears as a cloaked figure to conceal his grotesque skeletal appearance.

Wiseman manipulates Rini into believing that she has never experienced love or kindness, and uses the Dark Crystal to turn her into Wicked Lady. Prince Diamond destroys Wiseman with an energy blast but Wiseman's energy globe gathers the fragments of his body and rejuvenates him. In a final climactic battle, Wiseman is finally destroyed by the combined powers of the Sailor Scouts, Rini, Tuxedo Mask, and two Imperium Silver Crystals.



Attacks

Wiseman can shoot powerful blasts of raw dark energy from his magical orb. Each attack drains 30 points of Energy Points from Wiseman. (Damage = 60 points + 60 points from the Dark Crystal)

Magical Powers

Levitation (himself and others), teleportation, flight, telekinesis, illusions, paralysis, and phasing through solid objects.

Attribute/Sub-Attribute Notes

1. *The Dark Crystal* — Wiseman has an unparalleled understanding of the Dark Crystal, and uses it to power all of his abilities, either directly or through his Energy Orb. Wiseman has used the Dark Crystal to create the Negamoon Strobe for Rubeus and the Dark Crown that turns Emerald into a dragon. When Wiseman draws upon the Dark Crystal during an attack, the damage is increased by 60 points.
2. *Energy Orb* — This orb is always with Wiseman and draws its power from the Dark Crystal. It serves as a conduit for Wiseman's energy attacks and can revive and rejuvenate Wiseman upon his death unless his Health Points drop below -20.
3. *Unique Attribute (Prophetic Visions)* — Wiseman has prophetic visions that foretell the future. He can predict when and where Rini's crystal energy beam will be emitted, predict that Catzi will betray her family, and foretell Rini's capacity for channelling Dark Energy. (1 point/Level)
4. *Unique Attribute (See Through Time)* — Wiseman can see throughout all time and space, and project his image wherever and whenever he desires. (1 point/Level)
5. *Unique Attribute (Time Travel)* — Wiseman can travel through time between 30th century Crystal Tokyo and 20th century Tokyo. Each time travel requires 10 Energy Points. (2 points/level)
6. *Unique Attribute (Transform Humans)* — After poisoning Rini's memories, Wiseman draws upon the Dark Crystal to transform her into Wicked Lady. (2 points/Level)
7. *Item Dependency (Energy Orb)* — Wiseman's Negaverse Attack Sub-Attribute requires his Energy Orb to channel power from the Dark Crystal.
8. *Item Dependency (Dark Crystal)* — All of Wiseman's magical or fantastic abilities rely on the power of the Dark Crystal, though he can still access its energy over time and space.

Stats and Derived Values

Body	2
Mind	11
Soul	8
Health Points	50
Energy Points	155
Attack Combat Value	10
Defense Combat Value	8
Total Character Points	65

Character Defects

Delicate Body	2
Item Dependency ⁷ (Energy Orb)	1
Item Dependency ⁸ (Dark Crystal)	2
Marked (Abnormal Body)	2
Physically Unappealing	1

Character Attributes and Sub-Attributes

Attribute/Sub-Attribute	Level	Points
Dark Powers	5	25
Energy Drain	2	2
Environmental Control	4	16
Mind Control	3	6
Negaverse Attack	6	24
Negaverse Item		
- The Dark Crystal ¹	6	18
- Energy Orb ²	5	15
Negaverse Magic	4	8
Positive Energy Deflection	6	12
Summon/Control Servant	6	12
Combat Mastery	3	6
Energy Bonus	6	6
Heightened Negaverse Power	4	4
Heightened Senses	2	2
Powerful Mind	4	4
Strong Soul	3	3
Unique Attribute ³ (Prophetic Visions)	5	5
Unique Attribute ⁴ (See Through Time)	3	3
Unique Attribute ⁵ (Time Travel)	3	6
Unique Attribute ⁶ (Transform Humans)	5	10



Sailor Moon



Sailor Mercury



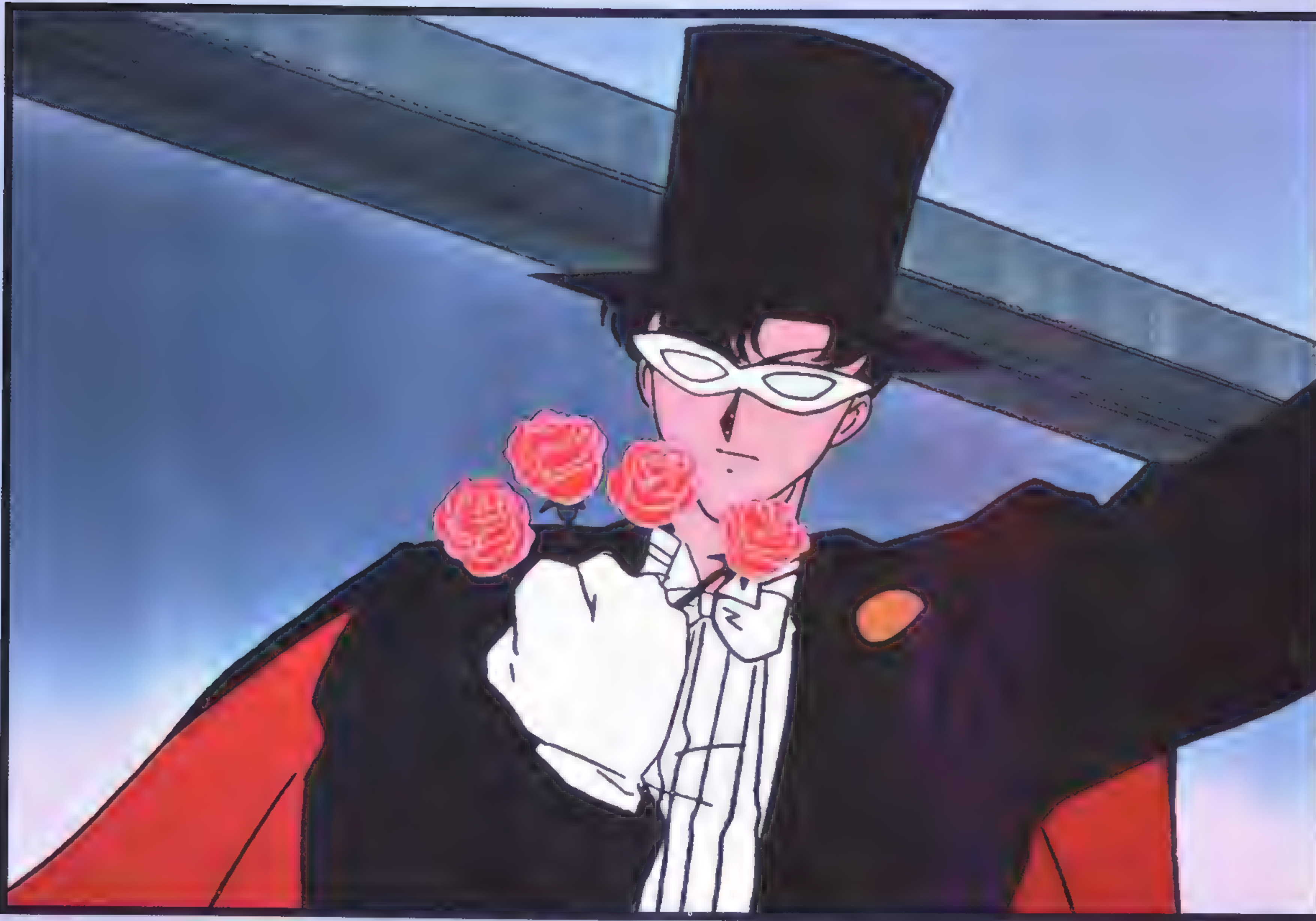
Sailor Mars



Sailor Jupiter



Sailor Venus



Tuxedo Mask



Prince Darien



Moonlight Knight



Luna and Artemis



Queen Beryl



Nephrite



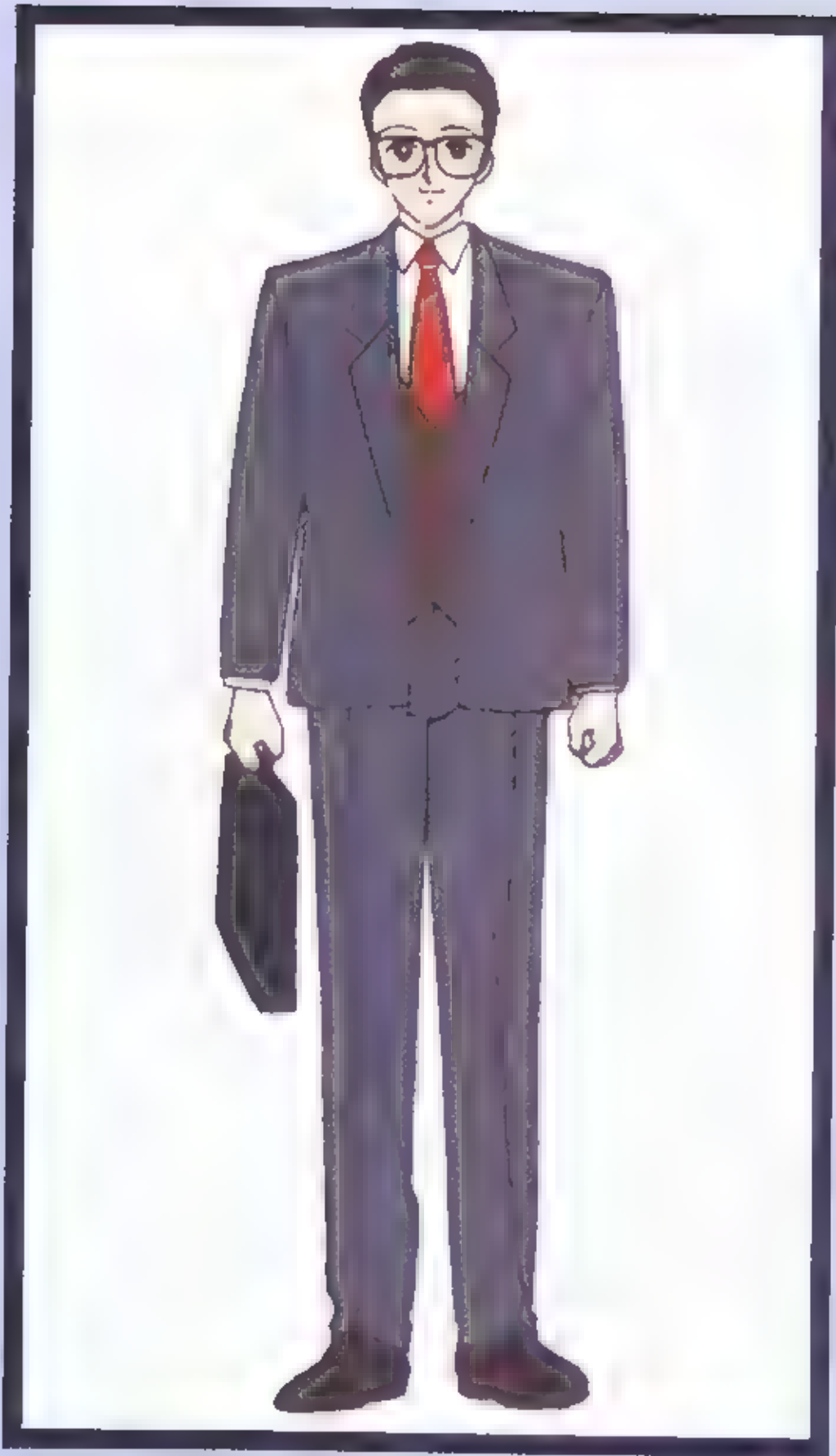
Malachite



Jedite



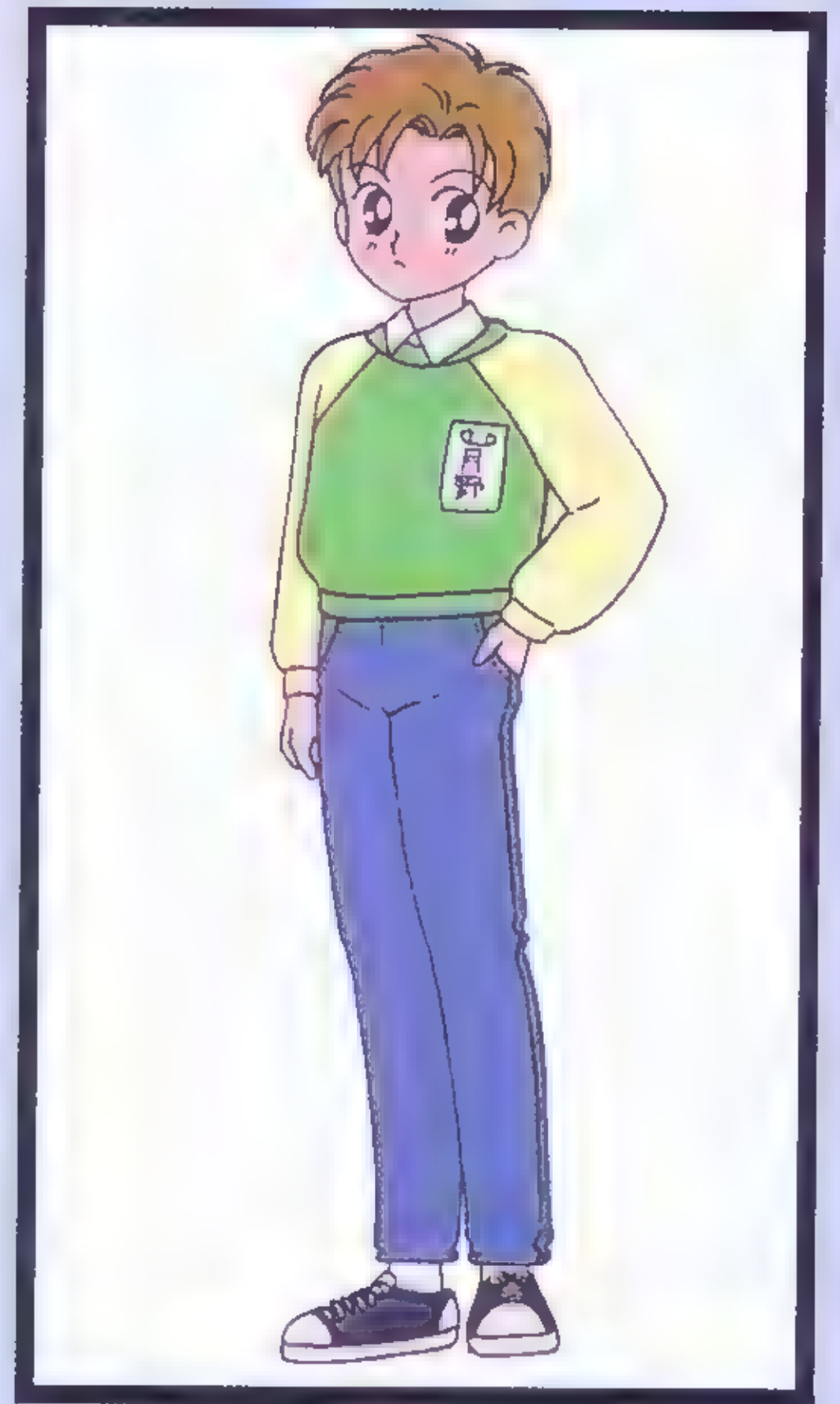
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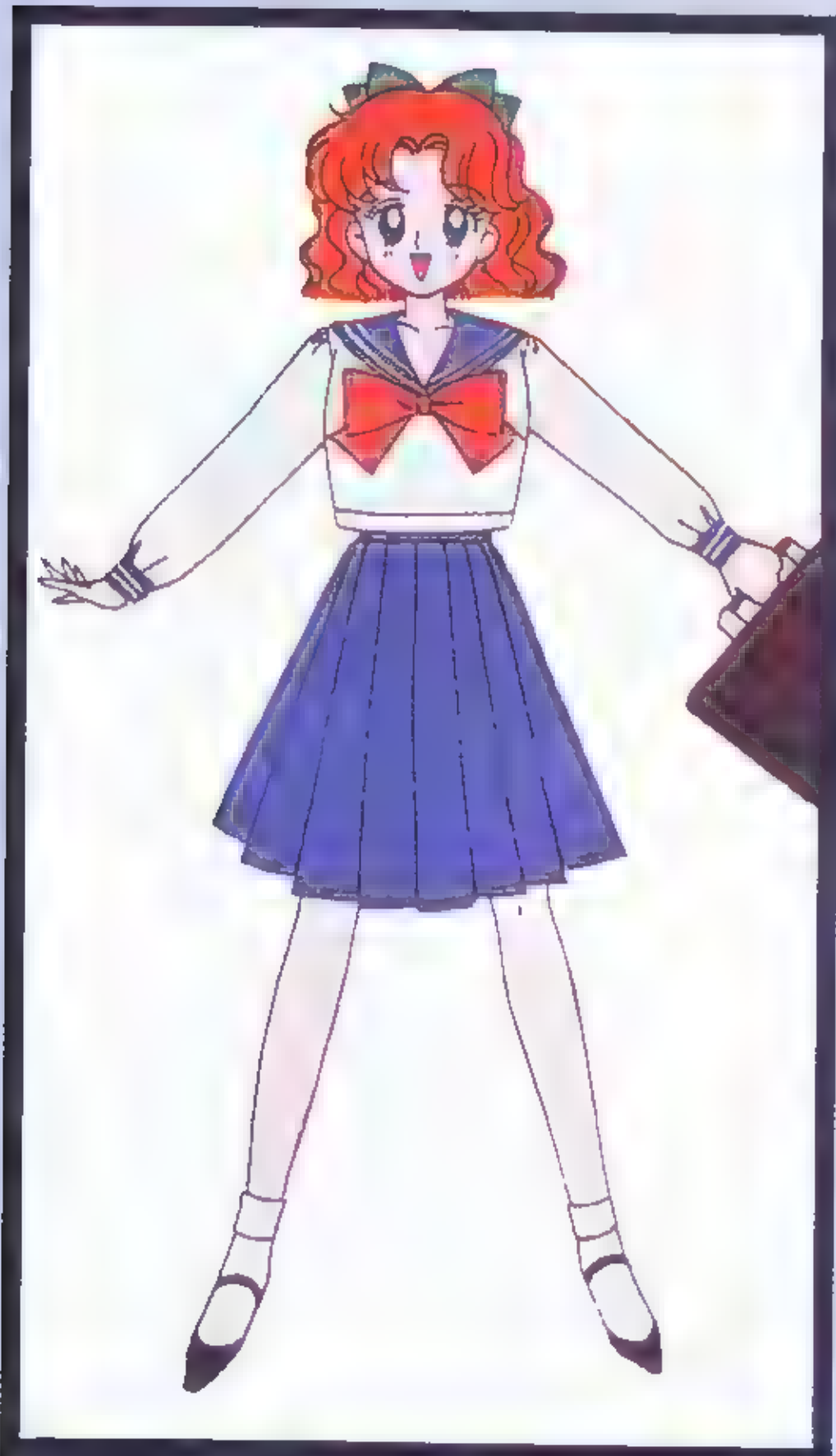
Kenji
Tsukino



Ikuko
Tsukino



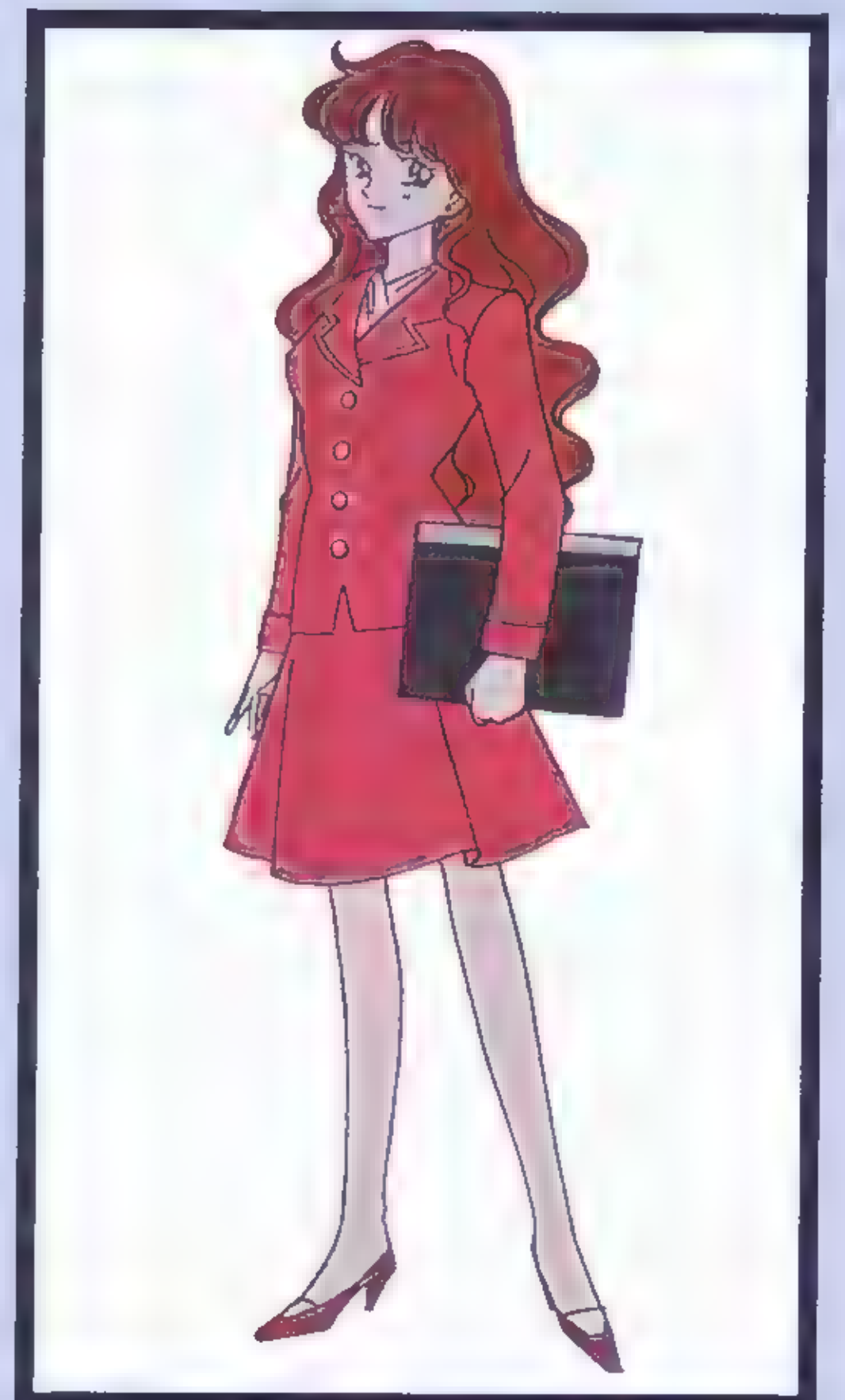
Sammy
Tsukino



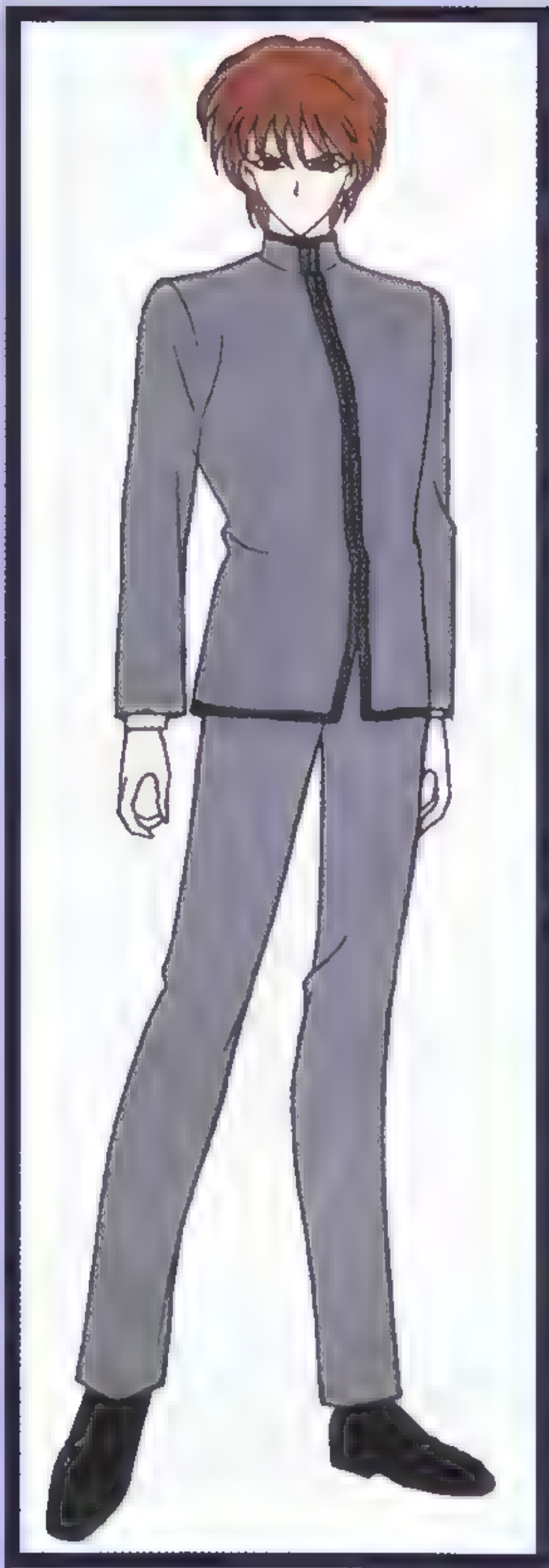
Molly
Baker



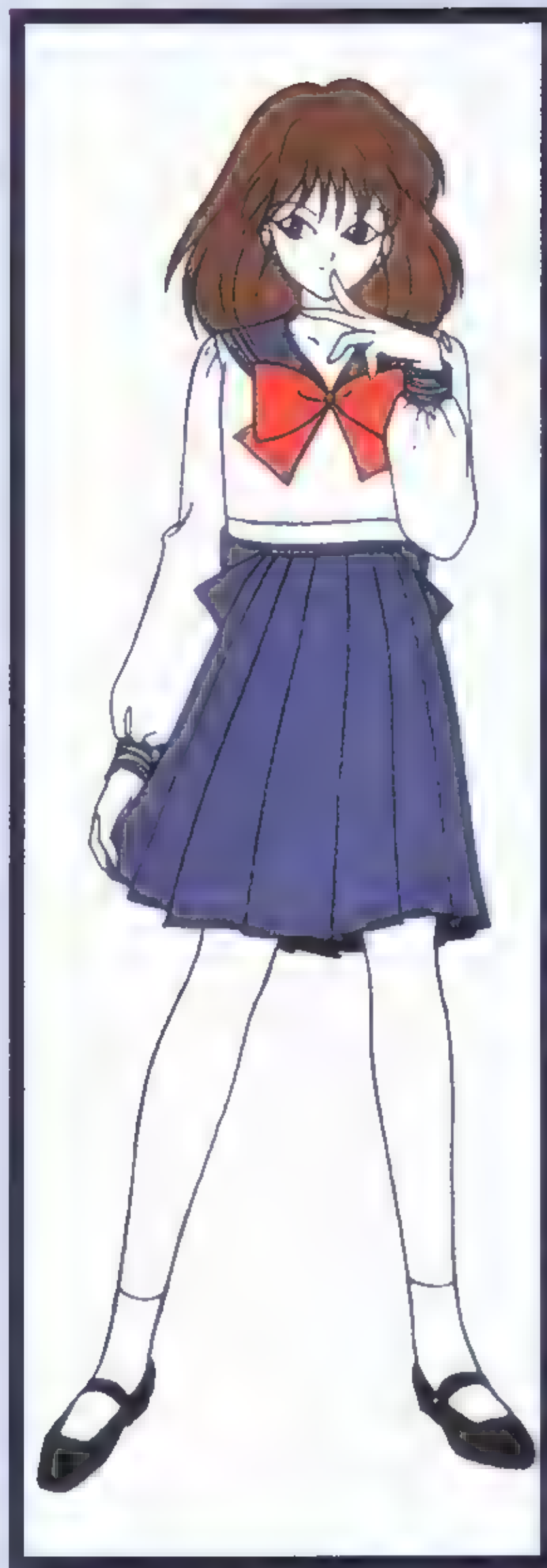
Melvin
Umino



Patricia
Haruna



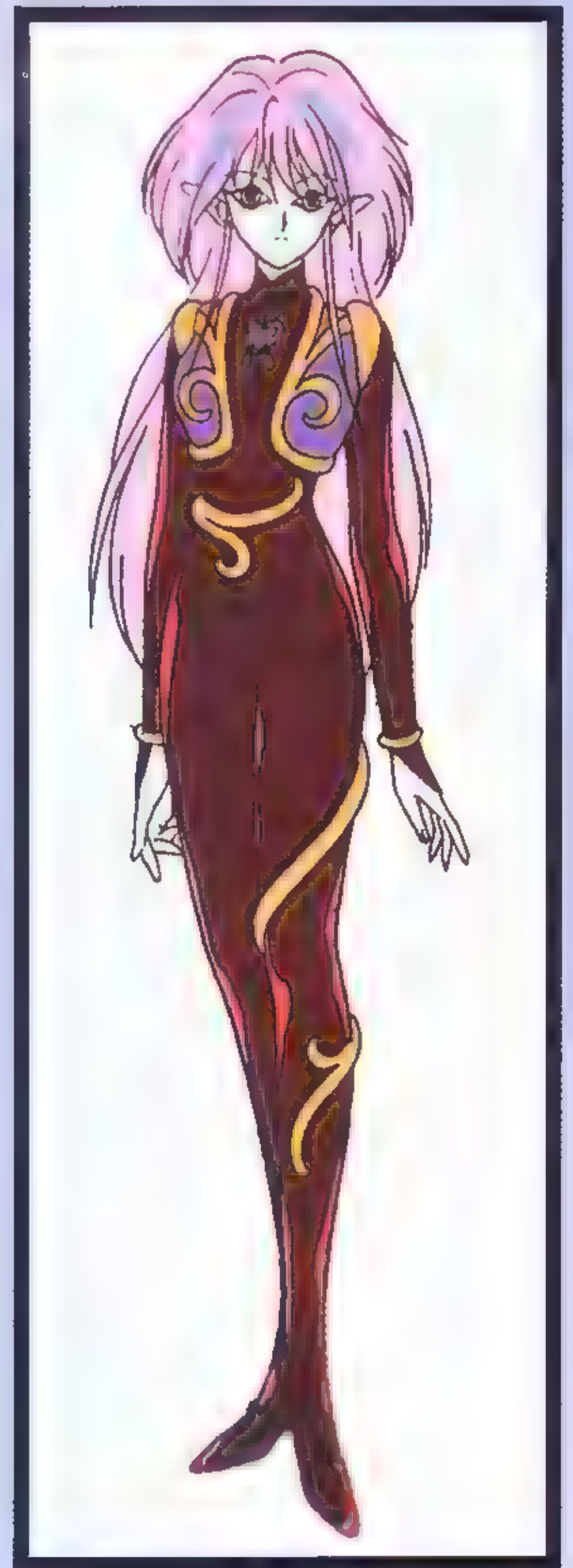
Alan
(human)



Ann
(human)



Alan
(alien)

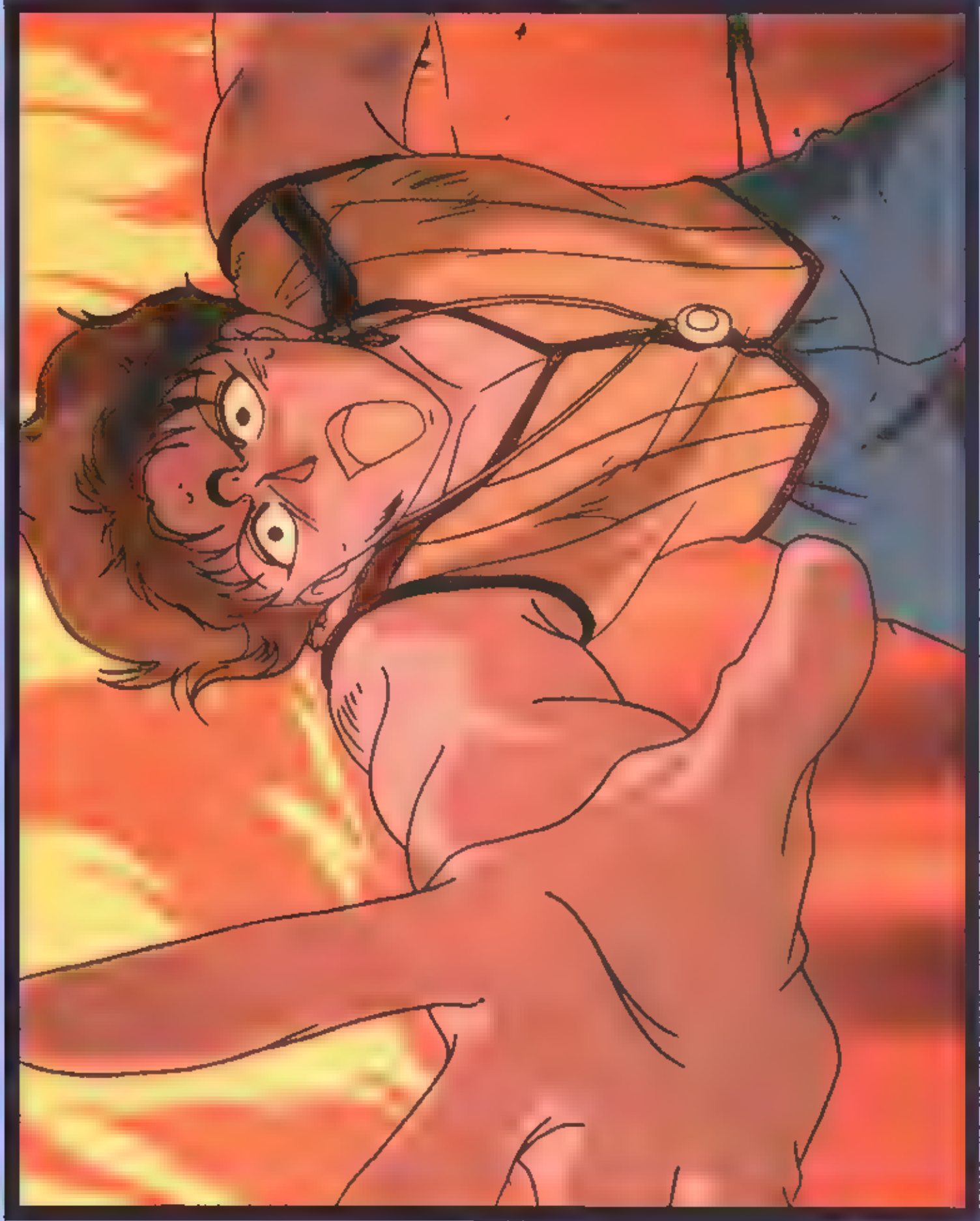


Ann
(alien)



The Four Sisters – Catzi, Bertie, Avery, Prizma

Rubeus



Prince
Diamond



Emerald



Sapphire





Sailor Pluto and Rini



Wicked Lady and Wiseman



The Guardians Of Crystal Tokyo

Supporting Characters

Molly Baker (Naru Osaka)

Molly was born on January 1, 1978 (Capricorn), and is thus 12-13 years of age when the first season of *Sailor Moon* takes place. Molly is a sweet, generous, and naive youth who is frequently attacked by *yoma* from the Negaverse, as well as Alan and Ann's cardians. She is in Serena and Melvin's grade eight class at Crossroads Junior High in *Minato-ku*. Molly lives alone with her mother, who operates an upscale jewellery shop named OSA•P, in *Azabu Juuban*.

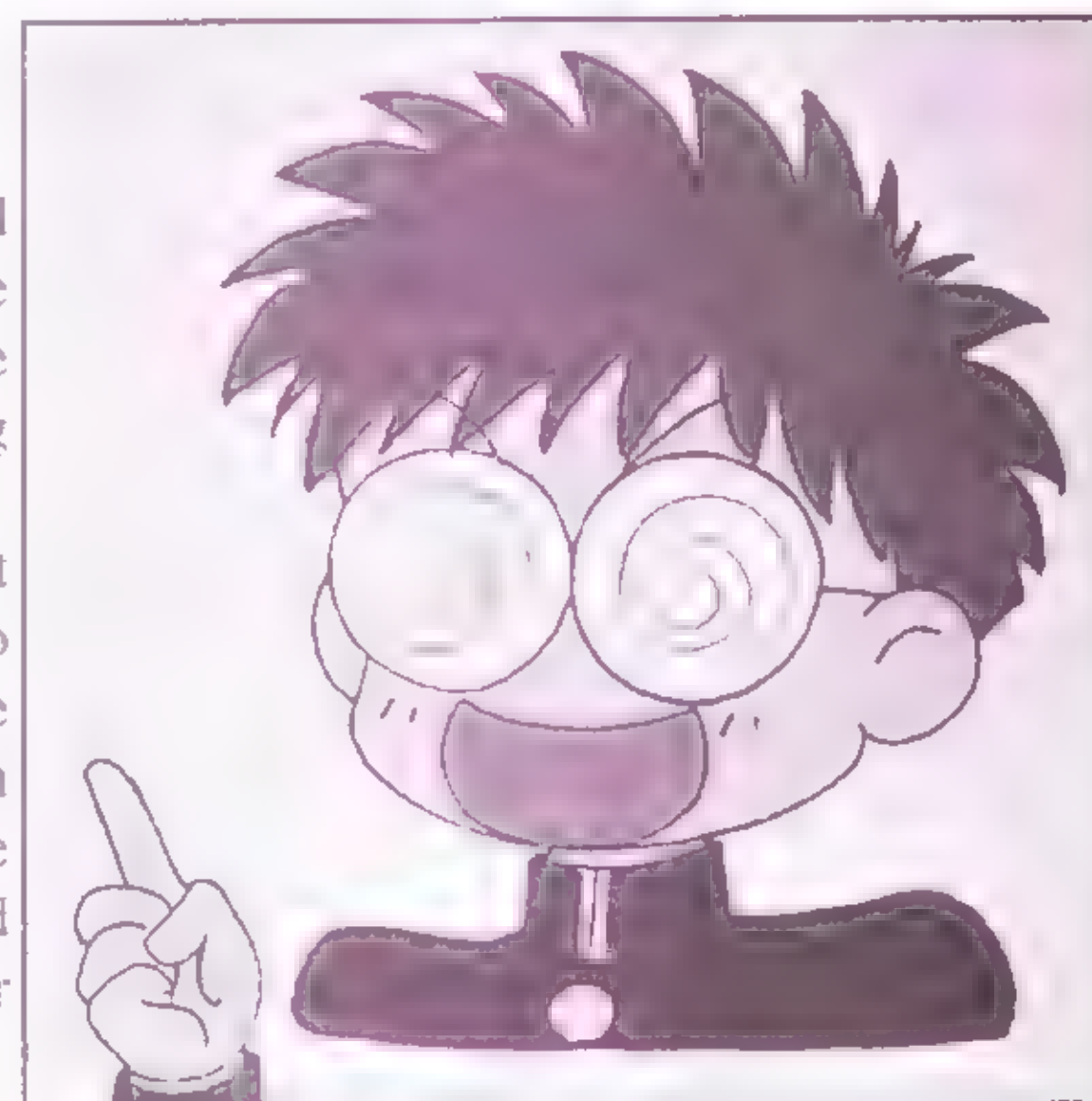
Molly falls in love with Nephrite while he is on Earth, posing as the wealthy businessman, Maxfield Stanton. When Nephrite learns about Molly's devotion to him, he uses her kindness several times to reach his goals. Molly even steals a precious jewel from her mother's shop for Nephrite, and also stands in the path of Sailor Moon's tiara to save Nephrite's life. Molly is devastated when Nephrite is killed by Zoycite's *yoma*. After several weeks of grieving, Molly returns to school and eventually falls in love with Melvin. Her favourite food is fried shrimp.



Melvin (Gurio Umino)

Melvin is in Serena and Molly's grade eight class at Crossroads Junior High, and is 12-13 years of age when the first season of *Sailor Moon* takes place. Melvin is the stereotypical geek — highly intelligent, klutzy, and totally lacking in social skills. He spends most of his spare time bug collecting, surfing the internet, studying, or annoying Serena and Molly.

Melvin initially has a crush on Serena but soon turns his attentions to Molly. At one point he even impersonates Tuxedo Mask, calling himself Tuxedo Melvin, to protect Molly and prove his love for her. Melvin is very romantic and rather articulate when he is with Molly, although Molly sometimes finds his expressions of affection highly embarrassing. Melvin is completely devoted to her and displays remarkable courage when he defends her against harm. Melvin always has the latest gossip and news about teachers and students at their school. Melvin has a particular fondness for prune milk shakes.



Miss Patricia Haruna (Haruna Sakurada)

Miss Haruna teaches Serena, Molly and Melvin grade eight classes at Crossroads Junior High. In her spare time she enjoys working out at a local fitness centre and dating for love and romance. She is often a strict teacher whose moods are related to the status of her love life. Miss Haruna would like to see Serena work harder on her school work, since Serena's apathy tests her patience daily.



Sailor Moon Says...

Sometimes, the hardest thing in the world is believing in yourself. Especially when your grades are not so stellar. Or, you're kinda clumsy. But you never know what the "real you" can do. Set your mind and heart on it, and anything is possible!

Supporting Characters

Grandpa Hino (Ojii-san/Ojii-chan)

Although he is only 3 feet tall, Grandpa Hino is a very lively and lecherous man. He is the head Shinto priest at the sacred temple (*Hikawa Jinja* in Japan) on Cherry Hill, and is highly skilled in martial arts. It was Grandpa Hino who taught his granddaughter, Raye, about combat, spirituality, and the supernatural.

Grandpa Hino is the seventh Rainbow Crystal carrier, who turns into the Shadow Warrior, Pox, once his Crystal is extracted. His very powerful soul enables him to initially stop Zoycite from taking his Rainbow Crystal by invoking his *Ki* against the evil. Grandpa is also extremely resilient to damage, surviving a fall from the top of the shrine without injury. Additionally, he is skilled in fire readings and acrobatics, is very energetic and has excellent endurance. However, Grandpa is subject to wide mood swings — he can be laughing merrily one moment, then bawling like a baby the next. He has a short temper and sometimes becomes frustrated when Raye meddles in his affairs. Grandpa is attracted to, and easily distracted by, beautiful young women, which has resulted in published warning notices in the local media.



Andrew (Motoki Furuhashi)

Andrew attends the Azabu Institute of Technology with Darien and works at the Crown Game Video Arcade, where Serena and her friends hang out. Both Serena and Lita had crushes on him, but after they realize how committed he is to his girlfriend, Rita Blake, they both turn their attention to other guys. Andrew is not a very good housekeeper (his apartment is quite messy), but is very brave and endangers himself to save Rita from Zoycite.



Chad (Yuuichirou Kumada)

Chad is a drifter/rock artist and the child of quite wealthy parents. He finds work at Raye's temple as her Grandfather's assistant. Chad believes he has a talent for singing, but both Raye and Grandpa Hino disagree. Chad is smitten with Raye almost immediately and will try to protect her whenever she is in danger. Chad is an accomplished skier, and is portrayed with a "sufer dude" voice.



Kenji Tsukino

Kenji is Serena's father. He works as a photographer and thus he frequently receives invitations to elite social galas and important receptions. Kenji is very protective of both Serena and Sammy. He becomes upset whenever he hears that Serena has a boyfriend, especially when he sees how old Darien is. Kenji is quite brave, and twice puts himself between his family and the *yoma* that is trying to attack them.



Ikuko Tsukino

Ikuko is Serena's mother. She is a housewife who excels in cooking, sewing, and yelling at Serena when she fails tests in school. She is accepting of Serena's choice of friends (even asking her to invite Darien for dinner) and is easily flattered when complimented about her cooking. Ikuko shows a special fondness for Rini, and treats her as she does her own daughter.



Sammy (Shingo Tsukino)

Sammy is Serena's troublesome twelve-year-old brother. He enjoys video games and is a big Sailor Moon fan. Sammy is initially against Serena keeping Luna as a pet because he had a great fear of cats (he was bitten when quite young), but he soon grows to like Luna. He often plays pranks on Serena, such as setting the bathroom scale to make her think she has gained weight. His girlfriend is Mika Kayama, who has a talent for making dolls.



Supporting Characters

Queen Serenity

Queen Serenity is Sailor Moon's true mother, who died over one thousand years ago at the end of the Silver Millennium. The Queen of the Universe sacrificed her own life to halt the onslaught of the Negaverse and to give Serena and her royal court a second chance for life on Earth. Queen Serenity's spirit watches over Serena and the Sailor Scouts. She appears to the Scouts to tell them of their past lives in the Moon Kingdom, and revives her daughter after she falls to one of Alan and Ann's cardians. Queen Serenity was a loving, caring and compassionate mother and queen.



Chibi-Chibi

Chibi-Chibi is a mysterious, excessively cute (*kawaii*) little girl with red hair and heart-shaped “dumplings” on her head, who first appears in the middle of *Sailor Stars* (fifth season; Episode #182). She resembles Serena and Rini, but little is revealed about her origins until the end of the series (we will not spoil the surprise in this book!)

Chibi-Chibi is a very generous little girl who carries a small parasol and loves to eat food as much as Serena does. She has substantial powers, including hypnotizing Serena's mother into believing that she and Serena are sisters, and charming vicious dogs. Chibi-Chibi does not say much except for “chibi”, though she can mimic the last few words of a sentence when she is asked a question. Developmentally, she seems to be about 2-3 years of age. It is eventually revealed that she can transform into Sailor Chibi-Chibi.





SAILOR MOON Chapter 3 SAILOR MOON

Game Mechanics





Chapter 3: Game Mechanics

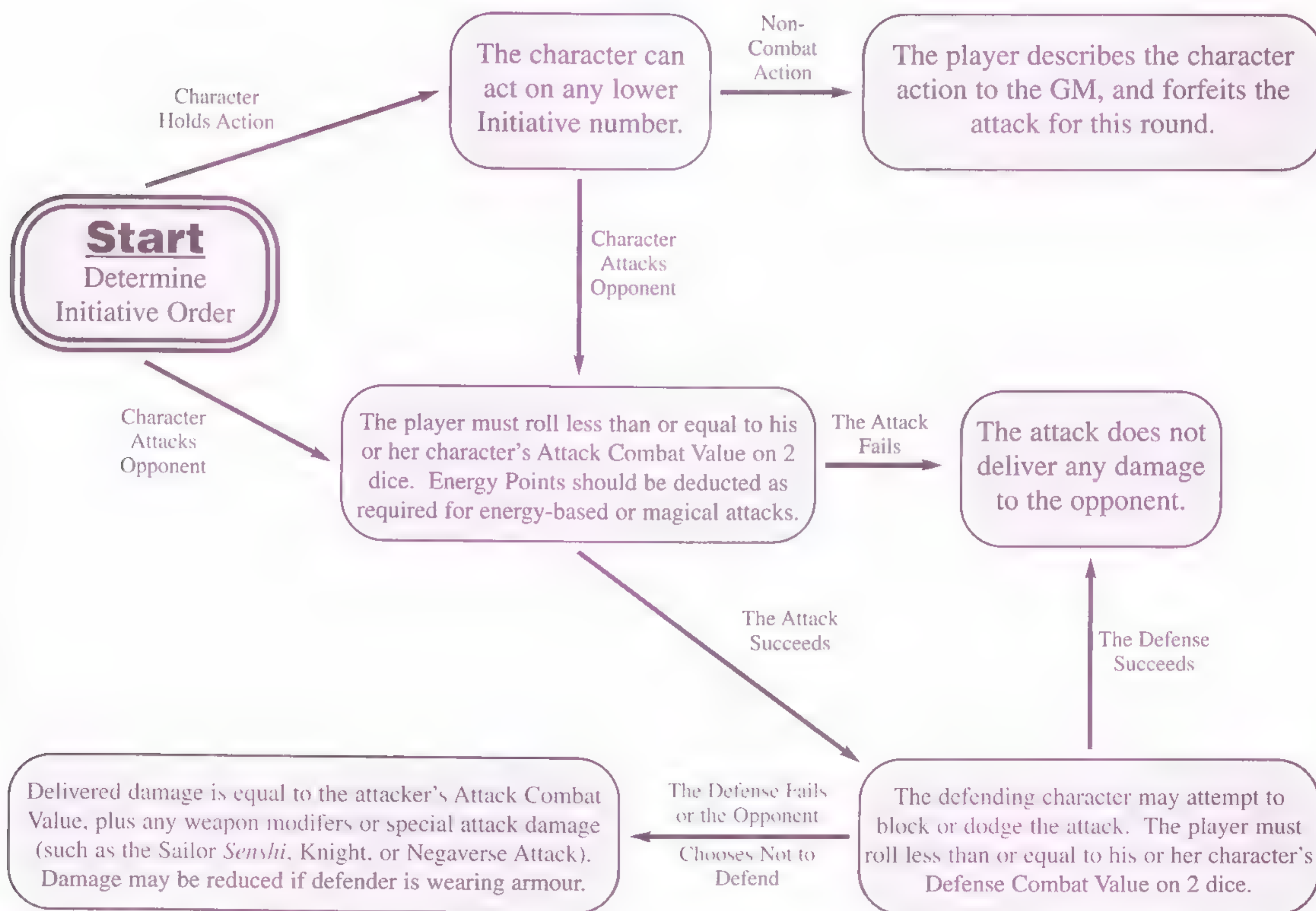


Introduction

One of the underlying strengths of the *Sailor Moon* series, and of many other magical girl shows, is the creator's focus on the characters and the story. Action and combat are of secondary importance to the show, and both are frequently used to simply provide additional insight into motivations and philosophies of the characters. Scientific and other unnecessary details do not play a role in *Sailor Moon* since they offer little to advance the character-driven story. The Tri-Stat game mechanics system reflects what is important to the *Sailor Moon* fan by reducing the visibility of the game rules during play. A near-transparent system means that neither the GM nor the player will disrupt the flow of the game by frequently rolling dice, searching for rules/charts/tables, making complex calculations or reviewing character sheets. *The Sailor Moon RPG* uses the same conceptually intuitive system that made the multi-genre anime RPG, *Big Eyes, Small Mouth*, popular with both role-playing and anime fans.

IMPORTANT! Do not hesitate to go beyond the rules if you are the Game Master. If you dislike a rule presented in *The Sailor Moon RPG*, you are encouraged to modify it to suit your needs and the needs of the players. Do not let your vision of *Sailor Moon* be ignored by anything you read in this book. These pages are filled with guidelines and suggestions, but certainly do not reflect the One True Way to role-playing success. Use what you like, discard what you do not, and fill in the blanks with your own ideas.

Combat Flowchart





Chapter 3: Game Mechanics



Dice, Stat Checks and Combat Rolls

The *Sailor Moon RPG* only uses two six-sided dice to handle all aspects of the game mechanics. By adding the two numbers shown on each die, values between 2 and 12 can be generated. The distribution of values follows a standard or bell curve, with the middle value of 7 generated most frequently (6 times out of 36 possibilities or 1/6th of the time). There are two major types of dice rolls a GM or player may use during game play: a Stat check dice roll and an attack/defense combat dice roll.

Stat Checks

The majority of the non-combat dice rolling in *The Sailor Moon RPG* falls under the domain of Stat checks. When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM will choose which Stat (Body, Mind, or Soul) would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat Value should be calculated instead, rounding up to the closest whole number. For actions that fall under an Attribute, a *Senshi*/Knight Sub-Attribute, or a *Negaverse*/Dark Sub-Attribute, the relevant Stat is usually given in the Attribute or Sub-Attribute description (see page 30 of *Chapter 2: Character Creation*).

A successful Stat check involves the player rolling less than or equal to the Stat Value or Stat Value average on two dice. The Stat check is unsuccessful if the dice roll generates a value greater than the target number. The greater the difference between the target number and the dice roll, the greater the degree of success or failure (see **Table 3-1: Degrees of Success**, page 120). The GM has the option of modifying the dice roll should the action the character is undertaking be particularly easy or difficult (see **Table 3-2: Dice Roll Modifications**, page 120). Remember that a more difficult action gains a positive modifier to the dice roll since the goal is to roll under the Stat Value or Stat Value average. Regardless of the actual target number, an unmodified or “natural” roll of 2 always succeeds (considered to be at least a “marginal success”), and an unmodified roll of 12 always fails (considered to be at least a “marginal failure”). This rule is important in a *Sailor Moon* adventure, because it reflects the extreme possibilities presented in the television series — sometimes even the most talented characters fail in their tasks, and sometimes even the most unskilled characters succeed. If two or more characters are working directly or indirectly against each other (like two people pulling on a contested object), each character must make a Stat check dice roll. The character with the greatest degree of success is considered to have the advantage over the contested action.

Example 1: Sailor Mercury wants to leap from the roof of a burning apartment building to the window ledge of a nearby office. This action would normally be quite difficult (+3 dice roll modifier) but since Sailor Mercury has the Acrobatics Attribute at Level 2, the GM decides the action will only be slightly difficult (+1 dice roll modifier). The Acrobatics Attribute indicates that the Body Stat would be most relevant to the action, and thus Sailor Mercury has a target number of 4 (the character's Body Stat). Karen (the player) rolls a 3 on two dice. After adding the +1 modifier, the roll is equal to the target number of 4 — a marginal success. The GM tells Karen that Sailor Mercury didn't quite jump far enough to land on the ledge, but did manage to grab onto it with one arm. After dangling precariously for a few moments, the Sailor Scout pulls herself to safety through the open window.

Example 2: Jesse's Knight character, The Crimson Blade, needs to race his motorcycle along the streets to stop a rampaging yoma on the outskirts of the city. Since there are no Attributes that correspond to the driving skill, the GM decides to use the average of the character's Body Stat of 7 (representing dexterity and manoeuvring) and Soul Stat of 5 (representing sheer luck) for a target number of 6. The GM also decides to award the Crimson Blade a -2 bonus to the dice roll to reflect his background in motorcycle racing. Jesse rolls an 11 on two dice. After subtracting the -2 modifier, the roll becomes a 9, or 3 greater than the target number — a minor failure. The GM tells Jesse that a group of Australian tourists were slowly crossing one of the city streets right in front of his character, forcing The Crimson Blade to slam on the breaks and tip his bike to avoid hitting them. The minor crash delivers 5 points of bruise damage to the character, and delays him for a few minutes because he has trouble restarting the motorcycle.

Example 3: Three characters are having a foot race, which the GM deems is of average difficulty (no dice roll modifier). The Stat check dice roll will use the characters' Body Stats as the target number. Sailor Mercury, with a Body Stat of 4, rolls a 3 (a marginal success). The Crimson Blade, with a Body Stat of 7, rolls a 10 (a minor failure). Sailor Nebula, with a Body Stat of 4, rolls a 2 (a minor success). The GM tells the players that Sailor Nebula just narrowly beats Sailor Mercury at the finish line, but The Crimson Blade suffers a minor cramp in his leg and finishes last.



Chapter 3: Game Mechanics



Table 3-1: Degrees of Success

Roll is greater than the target number by 8 or more	Critical Failure
Roll is 6 or 7 greater than the target number	Extreme Failure
Roll is 4 or 5 greater than the target number	Major Failure
Roll is 2 or 3 greater than the target number	Minor Failure
Roll is 1 greater than the target number	Marginal Failure
Roll is equal to or 1 less than the target number	Marginal Success
Roll is 2 or 3 less than the target number	Minor Success
Roll is 4 or 5 less than the target number	Major Success
Roll is 6 or 7 less than the target number	Extreme Success
Roll is less than the target number by 8 or more	Critical Success

Table 3-2: Dice Roll Modification

<u>Dice Roll Modifier</u>	<u>Action Difficulty</u>
-4	Trivial. Why roll dice?
-3	Nearly Trivial
-2	Extremely Easy
-1	Easy
0	Average Difficulty
+1	Slightly Difficult
+2	Difficult
+3	Quite Difficult
+4	Extremely Difficult
+5	Outrageously Difficult
+6	Practically Impossible

Combat Dice Rolls

The combat dice roll is very similar to a Stat check, except the target number is now the character's Attack Combat Value (for attack combat rolls) or Defense Combat Value (for defense combat rolls). The combat dice roll is used to resolve any type of physical combat, including armed, unarmed, martial arts, ranged weapons, and special *Senshi*, Knight or Negaverse attacks. A successful combat involves the player rolling less than or equal to his or her character's Attack Combat Value or Defense Combat Value on two dice. The attack or defense is unsuccessful if the dice roll generates a value greater than the target number. Unlike Stat check dice rolls, combat dice rolls do not usually involve degrees of success or failure. The GM has the option of modifying the dice roll should the attack or defense be particularly easy or difficult (see **Table 3-2: Dice Roll Modification**). Remember that an easy attack or defense gains a negative modifier to the dice roll since the goal is to roll under the Attack or Defense Combat Value. Regardless of the actual target number, an unmodified roll of 2 always succeeds and a roll of 12 always fails. Additionally, a natural dice roll of 2 ("snake eyes") is considered to be a critical success and cannot be negated by an opponent's defense (the defender is not even given the opportunity to make a defense roll). A critical success also inflicts increased damage on the opponent (see **Table 3-3: Critical Damage**, page 124).

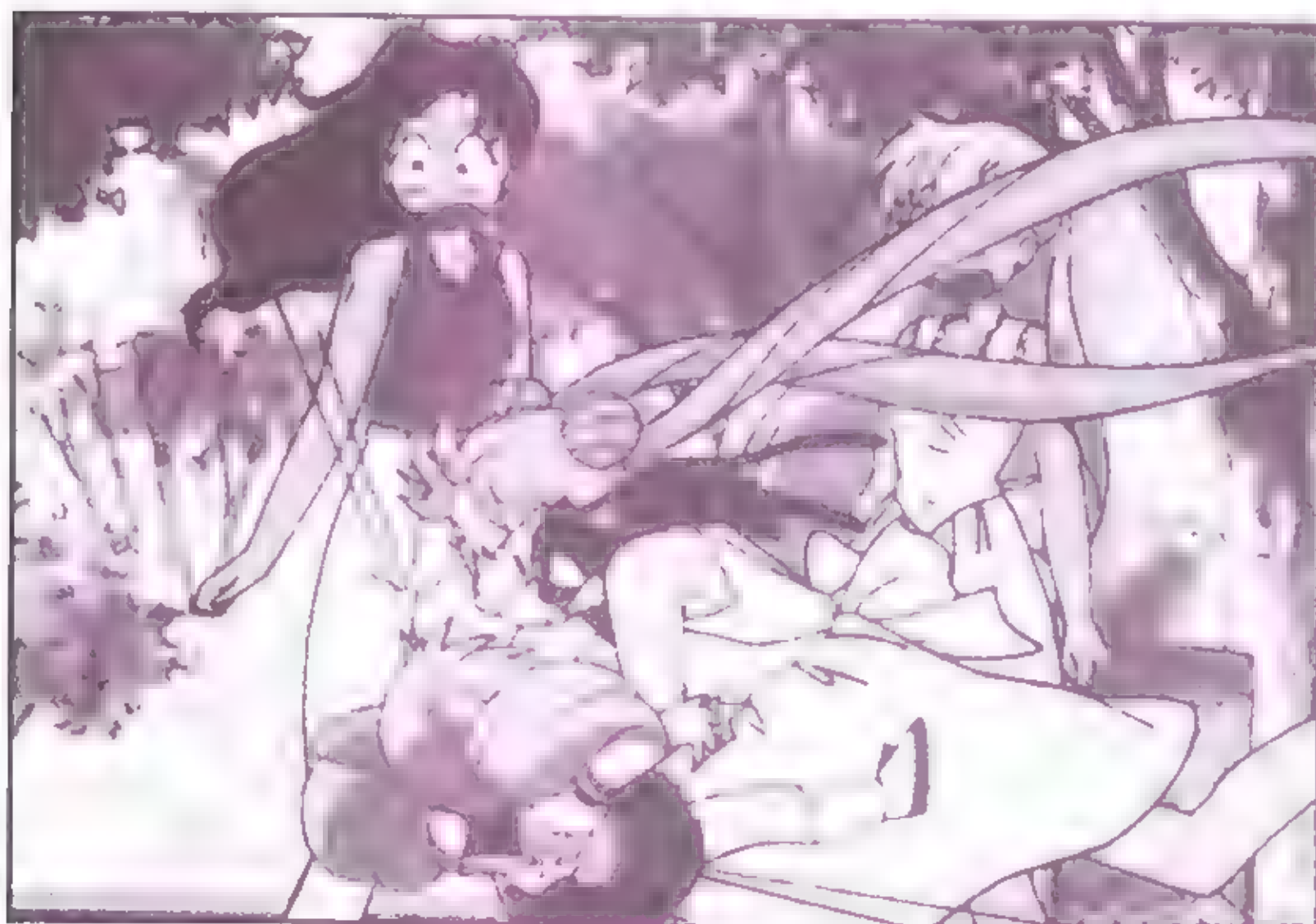
It is important for the GM to realize that not all actions require Stat checks or combat dice rolls. Obviously mundane character activities, such as walking to school or eating lunch, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. The following is a list of suggestions when the dice should and should not be rolled. If a dice roll is unnecessary, the character should gain an automatic success for the action.

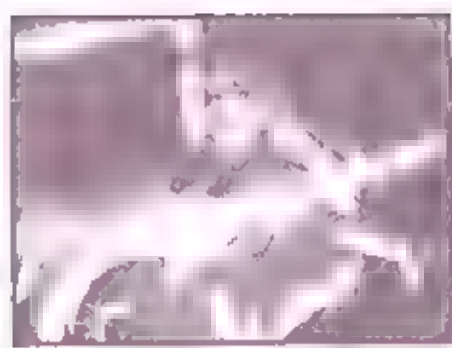
Roll dice when...

- the unpredictability of the dice adds to the excitement of the game.
- the action is foreign to the character.
- the action has been a weakness for the character in the past.
- the character is distracted or cannot concentrate.
- another character or NPC is working directly against the character.
- only pure luck is involved (requiring a Soul Stat check).
- the action is not of trivial difficulty.
- outside forces influence the actions.
- the player wants to roll the dice.
- the action requires an Attribute Level equal to, or one level less than, the character's current Level. For example, if the action requires a Level 3 Attribute and the character is currently at Level 3 or 4, a dice roll should be required.

Do not roll dice when...

- a roll would reduce the enjoyment of the game.
- the action is routine for the character.
- the action requires a trivial amount of talent compared to the character's Stats.
- the action difficulty is at least two Levels below the character's current Attribute. For example, if the action requires a Level 2 Attribute and the character is currently at Level 4, 5, or 6, a dice roll is unnecessary.





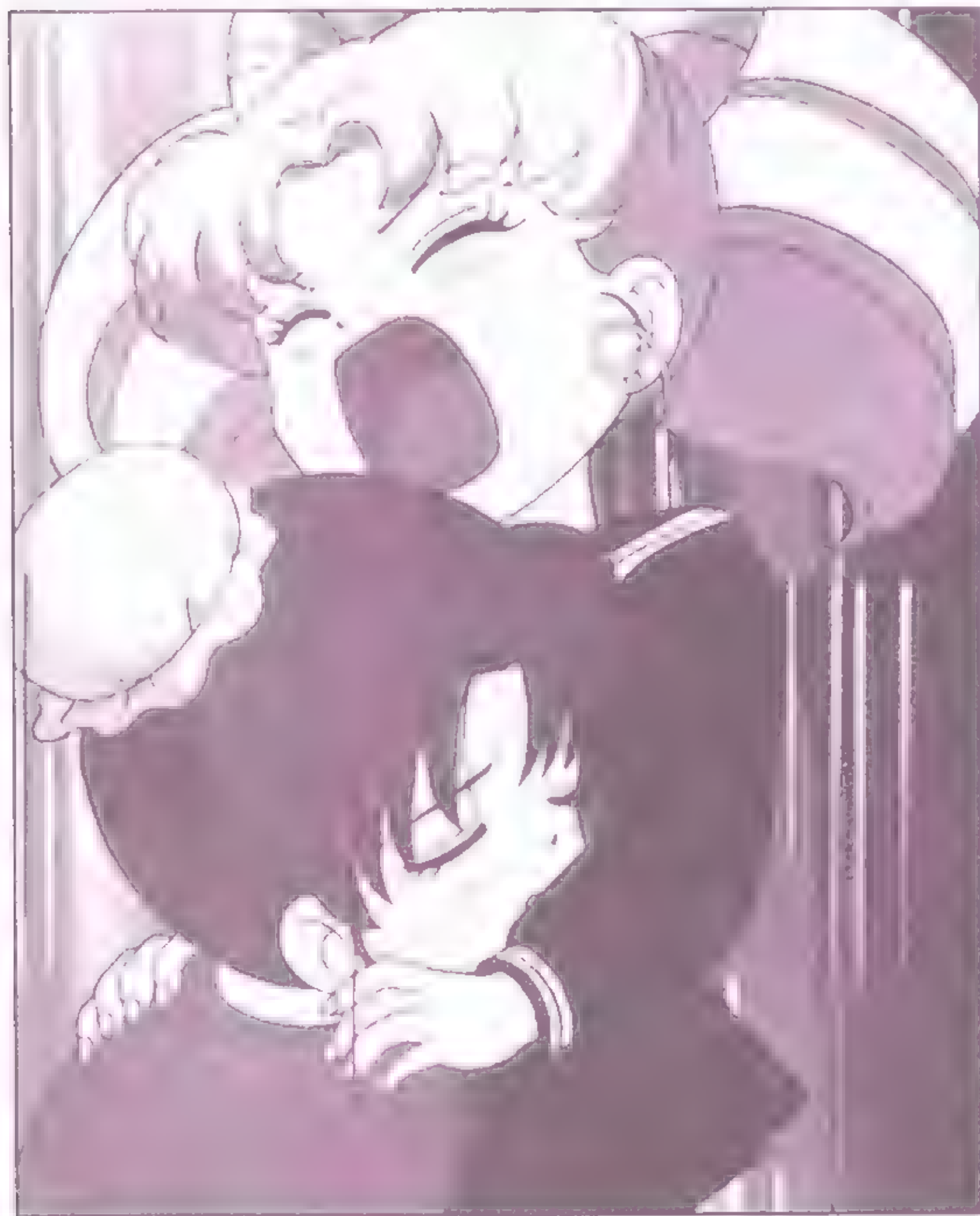
Chapter 3: Game Mechanics



Taking Action

Every *Sailor Moon RPG* character is capable of performing, or trying to perform, a near endless list of actions. The actions can be routine or mundane activities (talking, breathing, thinking), skilled activities (climbing, typing, driving, working), advanced activities (transforming, mind controlling, using magic, controlling the elements) or combat activities (fighting, dodging, shooting, using special attacks). Combat actions are covered in greater detail in the Combat section and thus will not be discussed here. Additionally, most routine or mundane activities are assumed to be carried out successfully on a regular basis by each character unless specified otherwise by the player or GM.

Every GM will have his or her own method that allows players to describe their characters' actions. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each player equal role-playing time so that each character is an important aspect of the story. As a player, you are responsible for relating your character's intended actions to the GM. In return the GM will provide you with the results of the action, or will request a Stat check dice roll to determine the outcome. The amount of description detail you should provide the GM will vary greatly and will depend on the complexity and familiarity of the action.



Consider the three action descriptions below:

Action 1: "My character, Chad, is going to search the house."

Action 2: "My character, Chad, is going to carefully search the house, looking for anything unusual that may link the owner to the Negaverse."

Action 3: "My character, Chad, is going to carefully search every room in the house. He is looking for any unusual objects such as a communication device or weapon that may link the owner of the house to the Negaverse. Chad will be sure to cover his tracks, however, so the owner will never know he was there. He is wearing gloves to avoid leaving fingerprints, too."

All three accounts involve Chad searching a house, but the level of detail is quite different. You should not be overly concerned with detail if it is irrelevant to your character's actions (such as the colour of Chad's gloves from Action 3), but sometimes a little detail can greatly alter the GM's interpretation.

Combat

Conflict is an essential component of any role-playing game. Physical conflict, or combat, certainly is an important element of *The Sailor Moon RPG*, but important is not the same as frequent.

The combat rules for the Tri-Stat game system were designed to mimic anime-style combat — dramatic and quick, but not realistic. Combat should not become the primary focus of an adventure, since it is most effective when used sparingly. The rare occurrence of combat will highlight its importance and increase the dramatic tension of a scene. In the *Sailor Moon* series for example, combat is overshadowed by the plot, story, and the interactions between characters. Other forms of classical conflict, such as Man vs. Himself, Man vs. Nature, and Man vs. Technology can offer a more diverse spectrum of role-playing opportunities than a battle with a Negaverse *yoma* every ten minutes. The *Sailor Moon* series is not just about the battles between five schoolgirls and Negaverse villains, but about the difficulties the girls face as they struggle through adolescence.

Whenever a character enters into physical conflict with another character or NPC, the Physical Combat Phase begins. Each round of combat covers from 1 to 10 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not relevant). Characters are permitted to take a maximum of one offensive action and one defensive action each round (more if they have the



Chapter 3: Game Mechanics



Extra Attacks Attribute). Characters may choose to take more than one defensive action, but suffer a penalty to each subsequent dice roll (see the Defense section). Alternatively, a character may forfeit his or her attack in favour of one non-combat action. Should the conflict not be resolved at the end of the combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four categories: Initiative, Attack, Defend and Deliver Damage. The **Combat Flowchart** on page 118 summarizes the sequence of events in the Physical Combat Phase.

Initiative

Initiative determines who acts first in combat. Each player involved in the combat rolls one die and adds the result to his or her character's Attack Combat Value. The GM does the same for any NPCs engaged in the conflict. The character with the highest total has "gained initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous. This means that both characters attack and deliver damage at the same time; if one character drops below 0 Health or Energy Points in the attack, he or she still gets to attack before dying or falling unconscious.

Attack

When it comes time for a character to act during combat as determined by initiative, he or she may attack any one target. Some attacks, such as the *Senshi*, Knight or Negaverse Attack Sub-Attribute, may allow the character to target more than one enemy. A multiple-target attack usually increases the difficulty of the attack, however, resulting in the addition of a +1 (2 opponents), +2 (3-4 opponents), +3 (5-8 opponents), or +4 (9-12 opponents) penalty to the dice roll. Difficulty penalties of +5 to +10 are also possible for attacks that are directed towards even larger crowds. A single attack can include one of the following combat forms: a martial arts manoeuvre, an unarmed assault, an attack with a weapon, the firing of a ranged weapon, an assault with a thrown object, or a *Senshi*, Knight or Negaverse Attack. Use of the Negaverse Magic Sub-Attribute that mimics a physical attack (such as a magical fireball or stroke of lightning) is also resolved during this time. A character may decide to hold his or her attack until any time later in the round, in order to see what the other characters intend to do.

To succeed in the attack against an opponent, the player must roll less than or equal to his or her character's Attack Combat Value on two dice, remembering to include all relevant Attribute, Sub-Attribute, Defect and difficulty modifiers. Damage will be delivered for any successful attack that is not avoided through the opponent's defense roll.

Refer to *Chapter 2: Character Creation* for more detailed information about the Sailor *Senshi* Attack (page 37), Knight Attack (page 36), or Negaverse Attack (page 41) Sub-Attributes.



Chapter 3: Game Mechanics



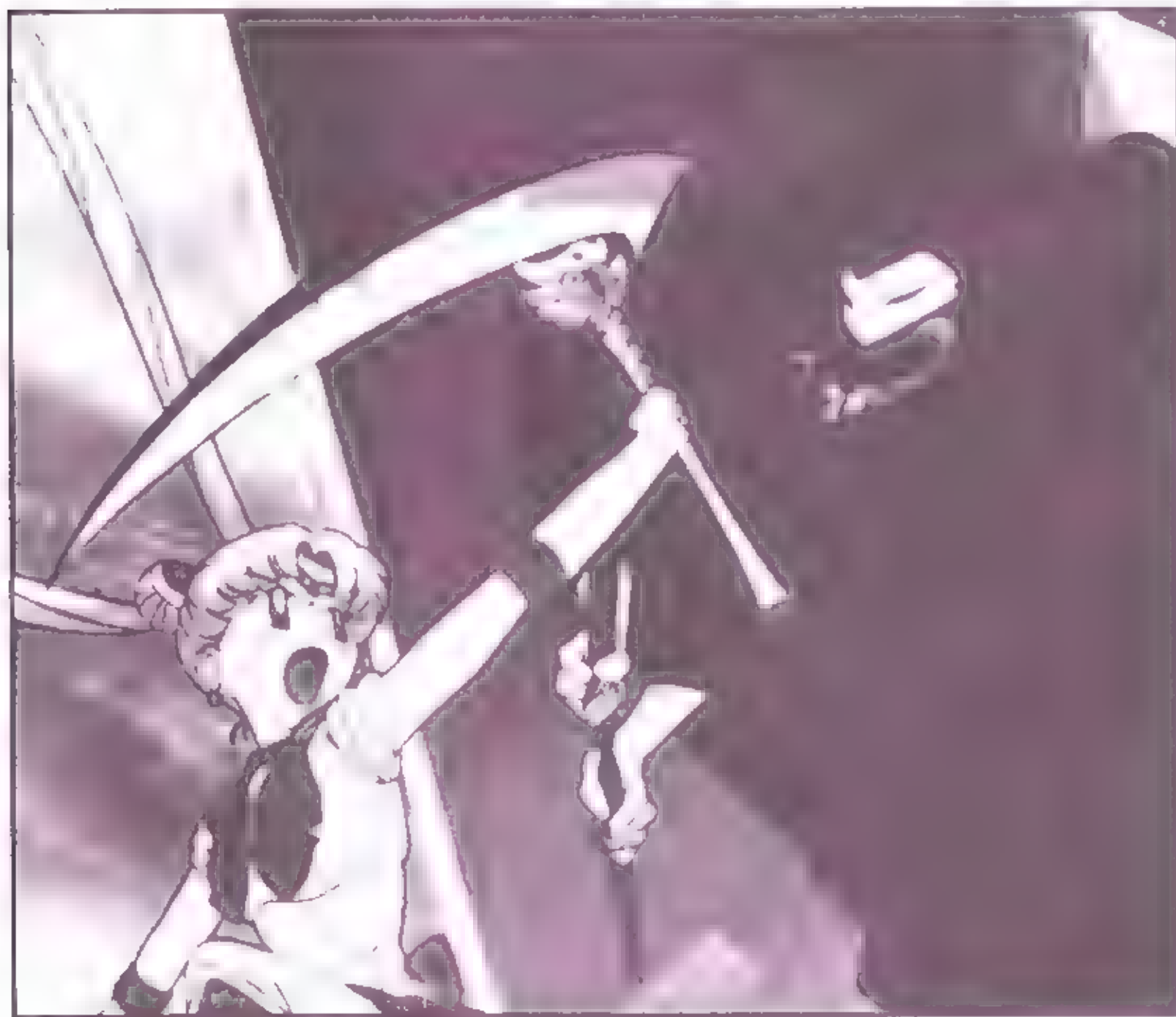
Non-Combat Actions

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, using a telephone, singing, writing a note, changing clothes, etc. The non-combat action may also be used to safely withdraw from armed or unarmed combat, provided the character's opponent does not attack at a later Initiative number in the same round. Note that speaking a few words during combat, or making a dramatic *Senshi*/Knight speech does not constitute an action ("I am the sailor-suited pretty soldier Sailor Moon! In the name of the Moon, I will punish you!").

Defend

If a character is the target of a successful attack, he or she may attempt to defend against it by either blocking, dodging, or running away. Defensive actions are not carried out according to Initiative order, but are resolved immediately after the attack. Each character can usually defend only once each round against one attack, regardless of how many people or creatures are attacking the character. Should the player choose not to attempt a defense (perhaps in anticipation of a more powerful attack still to come), the decision cannot be changed later in the round. A character may elect to defend against multiple attacks in a single round, but each defense after the first is subjected to a cumulative penalty of +2 to each dice roll: +2 for the second defense, +4 for the third, +6 for the fourth, etc.

To successfully defend against an attack, the player must roll less than or equal to his or her character's Defense Combat Value on two dice, remembering to include all relevant Attribute, Sub-Attribute, Defect and difficulty modifiers. If the defense roll is successful, the attack is blocked, dodged, or otherwise negated and no damage is delivered to the character.



Deliver Damage

The amount of damage delivered to the target reflects the character's understanding of advanced combat techniques, as well as the incredible power behind a character's magical or special attacks. The damage delivered will depend on the attack form used:

Unarmed combat (no weapon)

The attacker's Attack Combat Value.

Armed combat (most non-magical weapons)

The attacker's Attack Combat Value, multiplied by 2.

Armed combat (powerful non-magical weapons)

The attacker's Attack Combat Value, multiplied by 3-6.

Senshi, Knight or Negaverse Attack

The attacker's Attack Combat Value, plus the special attack damage

Powerful non-magical weapons include heavy machine guns, explosives, and other high-technology devices. The damage delivered by magical weapons, such as Sailor Moon's Tiara or Moon Sceptre, is described in the *Sailor Senshi* Attack Sub-Attribute section (see page 37 of *Chapter 2: Character Creation*). The damage value's reliance on the attacker's Attack Combat Value reflects the equal importance of the Body Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas) and Soul Stat (determination and luck) when inflicting injury upon an opponent.

The player can elect to reduce the damage delivered by his or her character below the normal damage value, to a minimum of 1 point of damage. The final damage value is then subtracted from the target's current Health Point total. In the event of a natural attack dice roll of 2 (a critical success), increased damage is inflicted upon the opponent. The player rolls one die and matches the result to those listed in **Table 3-3: Critical Damage**. Should the player roll a 6, the target either receives quadruple damage or is killed instantly, regardless of the target's remaining Health Points (GM's discretion).

Damage can also result from a non-combat action such as falling from a tree or getting hit by a speeding truck. The GM should assign a total damage value from 1 (very slight damage) to 50 (a major and extremely painful injury), depending on the situation. Naturally some non-combat actions may result in the death of an NPC (such as being squashed by a steam roller), but these events should only kill a PC in exceptional circumstances.

Should a character's or NPC's Health Points ever drop below 0, he or she has suffered a mortal wound and will die within an appropriately dramatic length of time unless immediate medical attention is available. Alternatively, the GM may decide to only render the character unconscious if the delivered damage does not reduce his or her Health Points below -20. If a character suffers an attack powerful enough to reduce his or her Health Points below -20, it is very unlikely the character could survive.



Chapter 3: Game Mechanics



Table 3-3: Critical Damage

Dice Roll	Damage Modifier
1-3	Double Damage
4-5	Triple Damage
6	Quadruple Damage (or an Instant Kill)

Weapons and Armour

Normal weapons such as clubs, swords, guns, knives, and explosives play a very small role in the *Sailor Moon* series. Consequently, these weapons play an equally small role in *The Sailor Moon RPG*. If a character or NPC uses a normal weapon in combat, the damage delivered from a successful attack is simply equal to double his or her Attack Combat Value. For extremely powerful non-magical weapons, such as heavy machine guns or explosive devices, the Attack Combat Value is multiplied by 3-6 (depends on the weapon's destructive capability).

Armour also plays a minor role in the *Sailor Moon* series, and is worn almost exclusively by the Knights. Darien, for example, wore armour while assuming his role as Prince of the Earth, but not as Tuxedo Mask. Although wearing armour can help the other characters (Sailor Scouts and Negaverse warriors) in combat, it would not be in the spirit of the *Sailor Moon* series and is thus discouraged. Knight characters can use their Power Points to acquire tailored armour under the Item of Power Sub-Attribute (see page 35 of *Chapter 2: Character Creation*). A Knight must "transform" into his armour in a similar manner to the Sailor Scouts, but a transformation sequence is not involved — the armour simply appears on his body at will. For this use only, the Power Point cost for each Sub-Attribute Level is reduced from 2 to 1. All damage delivered to the Knight while wearing the armour is reduced by 5 points for each Sub-Attribute Level (see **Table 3-4: Knight Armour Protection**, below).

Table 3-4: Knight Armour Protection

Sub-Attribute Level	Damage Modifier
1	All Damage -5 points
2	All Damage -10 points
3	All Damage -15 points
4	All Damage -20 points
5	All Damage -25 points
6	All Damage -30 points

Recovering Lost Points

Even after being brought to the brink of unconsciousness or death through energy loss or injury, characters from the *Sailor Moon* series are often up and running within a day. Their wounds heal quickly with few complications, while their spirit returns their internal energy just as quickly. As a result, both Health Points and Energy Points are restored rapidly to the characters. Point restoration can only bring characters back up to their original starting points.

Health Points

Health Points are restored at the rate of the character's Body Stat for each hour of rest. For example, a character with a Body Stat of 10 rejuvenates 10 Health Points every hour. The healing rate is doubled if the character is in the care of a physician or nurse, but halved if he or she does not spend time to rest.

Energy Points

The average of the Mind and Soul Stats (rounded up) reflects the number of Energy Points returned to the character every hour. For example, a character with a 7 Mind Stat and a 3 Soul Stat regains 5 Energy Points every hour ($7+3=10$; $10\div2=5$). The character's rate of energy return can be increased if he or she has access to an energy reservoir (such as the Negamoon family's Dark Crystal).



SAILOR MOON Chapter 4 SAILOR MOON

Role-Playing in a Sailor Moon Universe





Chapter 4: Role-Playing in a Sailor Moon Universe



The five season run of the *Sailor Moon* series is set in Tokyo, Japan, between the years 1992 and 1995. During the first two seasons, much of the action occurs in an area of Tokyo known as *Azabu Juuban*, which is also the current place of residence for Naoko Takeuchi. Although the characters of the series have abilities deeply rooted in magic and fantasy, the presentation of Tokyo is fairly realistic. However, with the *Sailor Moon* timeline extending over thousands of years, some parts of the story naturally occur in fictional settings, including the Negaverse, the Moon Kingdom and Crystal Tokyo. These unique settings are not explored in detail within the show, leaving the responsibility for their development to the GM and the players.

This chapter presents information about Japan and Tokyo, and some of what is known about the timeline and settings of the first two seasons of *Sailor Moon*. For each setting, the text asks a number of questions to highlight some of the possible directions in which a *Sailor Moon RPG* adventure or campaign may progress. Additionally, aspects of junior and senior high school life in Japan is detailed in a reprint of the first part of the famous seven-part Usenet post by Maiko Covington. Finally, Chapter 4 ends with five helpful tips for the *Sailor Moon* role-player.

Japan and Tokyo

Country:	Japan (also <i>Nippon</i> or <i>Nihon</i>)
Continent:	Asia
National Status:	Constitutional Monarchy
National Population:	125.6 million (1990; 2.5% of world total)
Official Language:	Japanese
Currency:	<i>Yen</i> (¥)
Dominant Religions:	Shintoism and Buddhism
Capital City:	Tokyo
Capital Region:	<i>Kanto</i>
City Population:	12.5 million
Local City Time:	9 hours from Greenwich Mean Time (GMT); 14 hours from Eastern Standard Time (EST)

The country of Japan is actually an archipelago, containing several thousand islands. The total land area is approximately 378,000 km², more than 95% of which is located within the four main islands of *Honshu*, *Hokkaido*, *Kyushu* and *Shikoku* (see **Map 1: Japan**, page 127). The country is divided into eleven political regions: *Hokkaido*, *Tohoku*, *Hokuriku*, *Kanto*, *Tosan*, *Tokai*, *Kinki*, *Chugoku*, *Shinkoku*, *Kyushu*, and *Okinawa*. These regions are further subdivided into 47 areas — 43 prefectures (or *ken*), the district (or *do*) of *Hokkaido*, the metropolis (or *to*) of *Tokyo*, and the urban prefectures (or *fu*) of *Osakofu* and *Kyotofu*. The archipelago stretches over 22° of latitude and thus there are large climactic differences between northern Japan

(short summers and long winters with plentiful snowfalls), and the southern islands (a subtropical climate). Winter extends from late November to late February for much of the country, while the hot and humid summer begins in June and extends into August.

In the early 1990s (the setting for the *Sailor Moon* series), the Japanese economy was arguably the richest, most efficient, and most technologically advanced in the world. At that time one US dollar was worth about ¥105 and one Canadian dollar worth about ¥82 (September, 1993). However an Asian economic crisis in 1998 saw the *yen* fall against the North American currency — in mid-July, one US dollar was worth about ¥140 and one Canadian dollar worth about ¥95.

Japan has an efficient public transit system, used extensively by both citizens and visitors alike. The transit system is comprised of planes, ferries, trains, *Shinkansen* (bullet trains), buses, subways, trams and taxis. Many citizens also drive their own cars, motorcycles and bicycles which can lead to extensive congestion on the streets of major cities. The traditional Japanese diet primarily consists of rice, noodles, vegetables, chicken, beef, pork, fish, and tea, with great emphasis placed on a meal's visual display. There are many books and travel guides about Japan and Tokyo currently available in North America.

Tokyo

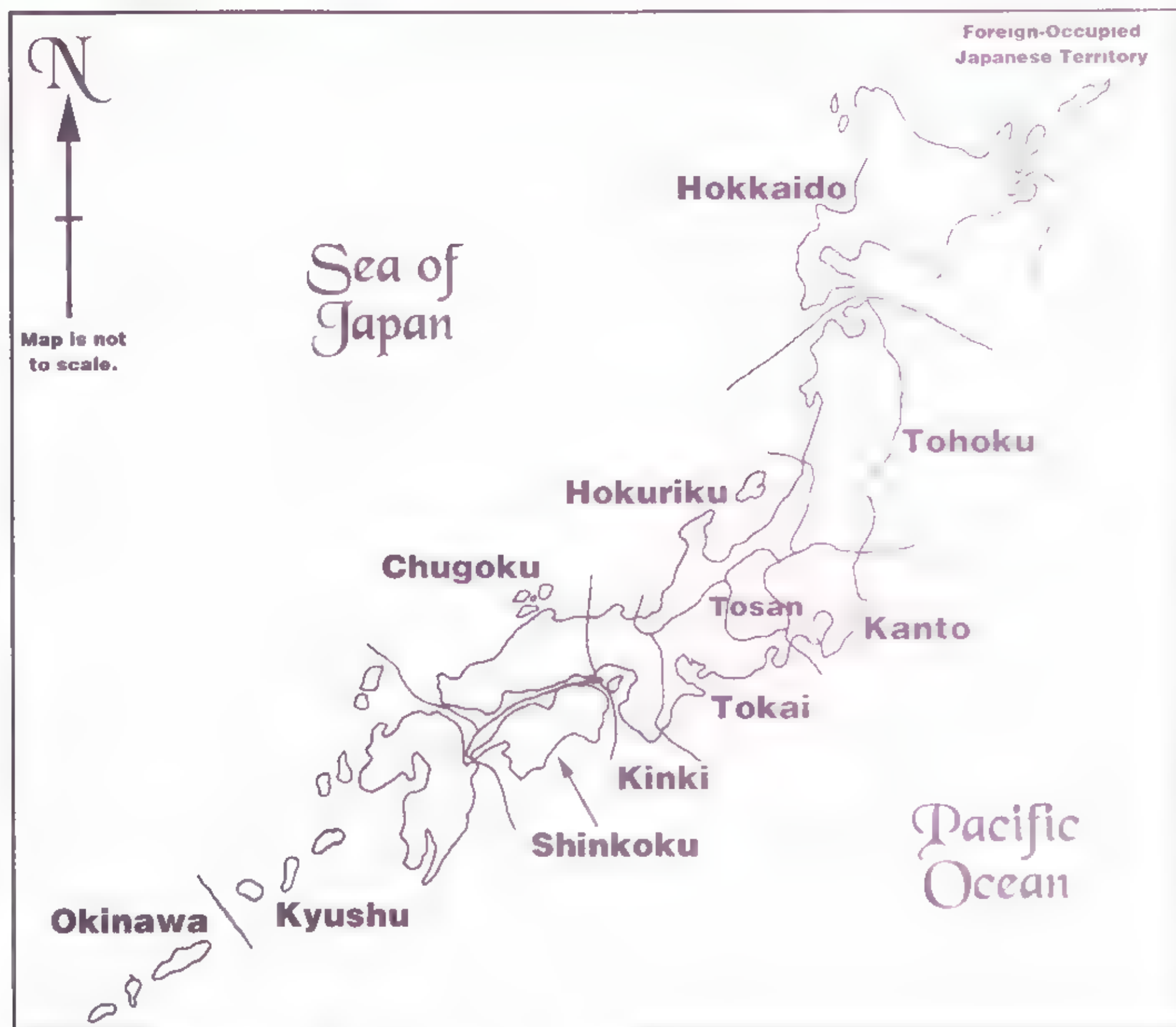
Tokyo is divided into several city wards (or *ku*): *Bunkyo* and *Taitoku* to the north, *Shinjuku* and *Shibuyaku* to the west, *Chuoku* to the east, *Minatoku* to the south and *Chiyodaku* in the middle (See **Map 2: Tokyo**, page 127). Sailor Moon's/Serena's house is located in the *Azabu Juuban* area in the heart of *Minatoku*, about one kilometre away from Tokyo Tower.

Several areas of note in Tokyo are detailed below with their numbers corresponding to the map locations.

1. ***Azabu Juuban*.** This area is the main setting for the first two seasons of the *Sailor Moon* series. Also known as the "10th Section".
2. **Tokyo Tower.** Tokyo's version of the Eiffel Tower (France) is about 10 meters taller than the original, standing about 333 meters (1092 feet) tall.
3. **The Imperial Palace and East Garden.** The palace is only open to the public twice a year — New Year's (January 2nd) and the Emperor's Birthday — but the gardens are open daily.
4. ***Ginza*.** The posh and highly expensive shopping district of Tokyo that has the most costly real estate on Earth.
5. ***Akihabara*.** A discount electronics district, popular with city tourists.
6. ***Ueno*.** This "downtown" Tokyo district hosts the *Ueno-koen* Park, which is the city's most popular site for cherry blossom viewing (*hanami*).
7. ***Shinjuku*.** This ward is the most active area of the city, with giant entertainment centres and an astounding commercial district.

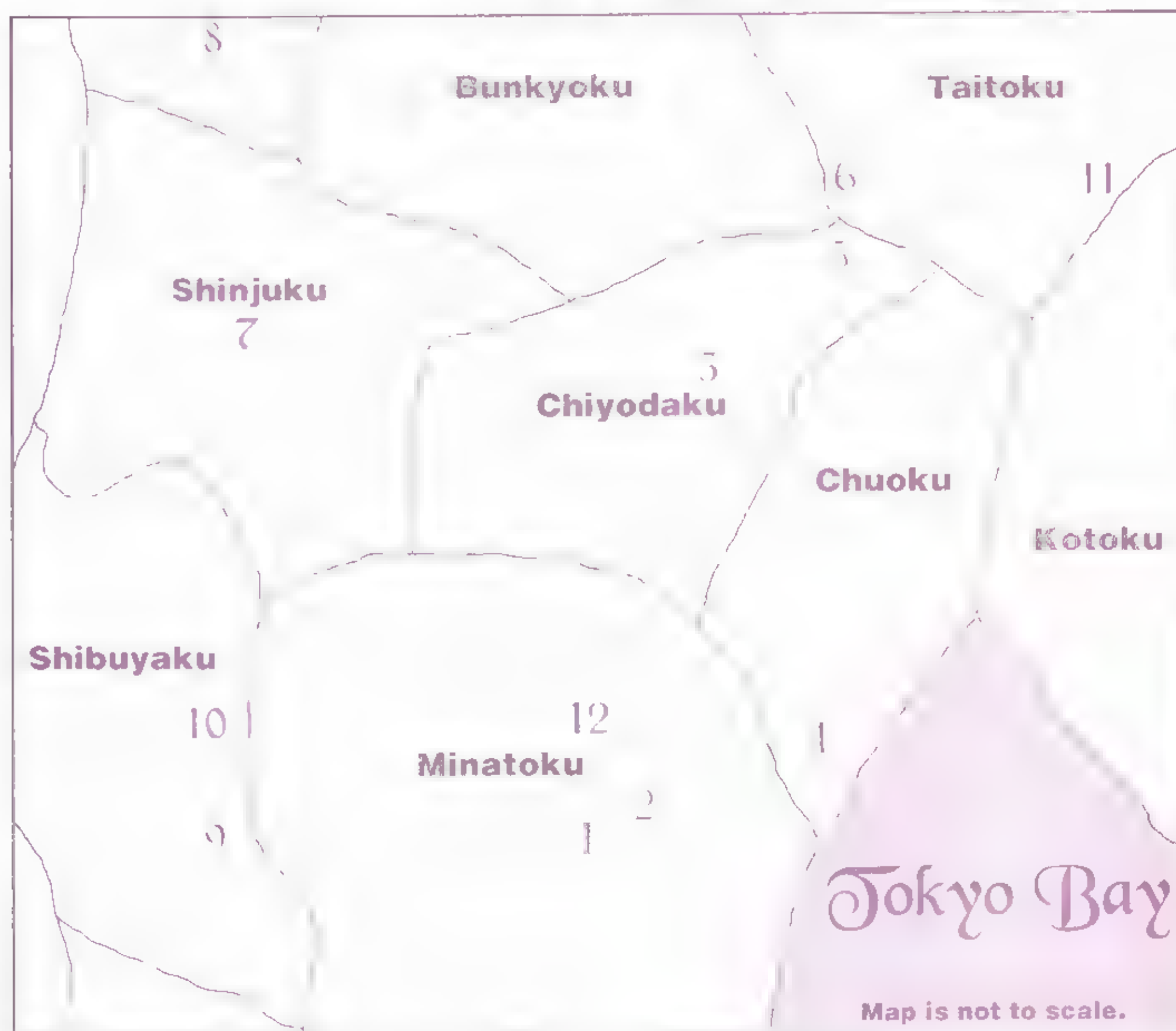


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Map 1: Japan

Map 2: Tokyo





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8. **Ikebukuro.** This district is home to the world's largest department store, *Seibu*. The store's *Ikebukuro* branch contains an art museum on the 12th floor and about 50 restaurants on the top floor.
9. **Shibuya.** This district is a popular fashion centre of Tokyo where Japanese teenagers and young adults shop and hang out.
10. **Harajuku.** This lively area is a teenager magnet, where as those in their early twenties feel old. Nearby is the Olympic Memorial Youth Centre, *Yoyogi Park*, the famous *Meiji Shrine* and the *Yoyogi Sports Centre*.
11. **Asakusa.** A thriving cultural district with exclusive clubs and expensive restaurants. Home to the famous Kannon Temple (*Sensoji Temple*), dedicated to the Buddhist Goddess of Mercy, Kannon.
12. **Roppongi.** This is the nighttime capital of Tokyo, favoured by rich party-goers, fashionable disco crowds and curious visitors.

Places in Sailor Moon

The following are many names of places, shops, and commercial buildings that have been featured, shown, or just mentioned in the first two seasons of *Sailor Moon*. The first episode in which the entry appeared (or is mentioned) is also given.

Albert Einstein School for the Gifted

The gifted school that Amy Anderson and Melvin Umino attend, known as the "*Esai Juku*" in Japan. Emerald tries to open a Dark Gate at the school by filling the area with negative energy (Episode #73).

Animal Sanctuary

A place for stray cats, dogs, and other animals that Emerald tries to corrupt with dark power (Episode #72).





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Azabu Juuban Dressmaker

A dress shop that specializes in beautiful (though expensive) wedding dresses (Episode #13).

Beauty 4 You

A cosmetics shop that is located on the Crystal Nucleus (or heart) of the future Crystal Tokyo, known as the “Elegance Shop *Otafuhuya*” in Japan (Episode #55).

Bob-Floy Ice Cream Parlour

This shop is also the first of five star points of the future Crystal Tokyo (Episode #56).

BNN

A Tokyo news station (Episode #67).

Brighton Academy

Amy Anderson’s former school, known as a “brain farm” (Episode #5).

Brookdale Private School

The junior high school that Raye Hino attends, known as “T•A Private Girls’ School” in Japan. (Episode #14).

Cafe Elk

A small restaurant located next to the “Beauty 4 You” cosmetics shop (Episode #55).

Cherry Hill Temple

A Shinto shrine and Raye Hino’s home, known as the “*Hikawa Jinja*” of Sendai Hill in Japan (Episode #7).

Crossroads Junior High

The school that Serena Tsukino, Amy Anderson and Lita Kino attend, known as “Juuban Junior High” in Japan (Episode #1).

Crown Game Video Arcade

A local arcade and hang out for teens that also serves as the

secret base of operations for Luna and Artemis. Andrew Furuhashi works at the arcade, which is also known as the “Game Centre Crown” (Episode #2).

Crystal Seminar Cram School

The special school (or *juku*) that Amy Anderson attended, and the place where she learned that she was actually Sailor Mercury (Episode #5).

Dreamland

An amusement park used by Jedito to drain humans of energy (Episode #8).

Eishindo Books

A book store in a trendy shopping district (Episode #63).

ENDO

A store that specializes in baby and children clothing and accessories (Episode #47).

Fancy Omazina House

A shop that sells crystals, charms, potions and inexpensive jewellery. The store is located over the third star point of the future Crystal Tokyo (Episode #59).

FM No. 10

The radio station that Jedito infiltrated to air his “Love Line” show (Episode #2).

Fruits Parlour Crown

A coffee/dessert shop located above the “Crown Game Video Arcade”. The Scouts hang out there frequently, and Andrew’s sister, Lizzy Furuhashi, works there (featured in many episodes).

Grass Valley Junior High

The private junior high school that Mina Aino attends, known as “*Shibakouen*” in Japan (Episode #46).





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Harbour Elementary School

The school that Rini attends while in 20th Century Tokyo that was a target for Emerald's dark power (Episode #74).

House of Love Bracelets

A fad store that sells materials to make love bracelets, where Emerald tries to open a Dark Gate (Episode #70).

Jauban (10 Ban) Ice Arena

The skating rink were Olympic gold medalists, Misha and Janelle, practice (Episode #35).

Jauban (10 Ban) Land

An amusement park where Sailor Moon purifies the Negaverse taint from Darien's soul, only to see him captured again by Queen Beryl (Episode #37).

Mamegen

A building of unknown purpose, visible in the background shot of a city skyline (Episode #19).

Maxi-5 Homemade Cakes

A dessert shop that Emerald tries to corrupt with dark power (Episode #69).

Mayfair Park

A public park located close to "Harbour Elementary School" that was a target for Emerald's dark power (Episode #74).

McKenna Park

A park just around the corner from Molly Baker's house where Molly has a secret evening meeting with Nephrite (Episode #19).

The New Tokyo International Airport

Known as the "Narita Airport" in Japan, this travel junction is located 60 km northeast of Tokyo (Episode #10).

OSA•P

The jewellery store owned and operated by Molly Baker's mother (Episode #1).

Rag Time

A run-down game shop where Zoycite's three *yoma* hide Molly Baker after kidnapping her (Episode #20).

Rose Finishing School

An etiquette school for young girls, operated by the Countess Rose (Episode #33).

Slick Chick Beauty Salon

A fancy hairdressing shop used by Malachite to track down Sailor Moon (Episode #32).

Starlight Tower

The location of the battle between Darien and Zoycite for possession of all the Rainbow Crystals (Episode #30).

Tea and Coffee BOA

A small coffee/tea cafe, located a short distance from the "Fancy Omazinai House" (Episode #59).

Tour de Corse

A small coffee/tea cafe, located a short distance from the "Crown Game Video Arcade" (Episode #21).

Sailor Moon Timeline

In the *Sailor Moon* television series, the flow of time is not quite linear. The main time paradox occurs after Queen Beryl's defeat at the end of season one. At that time (January 1993) the five Sailor Scouts are just a couple of months from completing Grade 8 (second year of Junior High). The battle ends, and the memories of the Scouts and their friends and family (maybe even the entire world) are altered. The Scouts are seemingly thrown back a year and must restart Grade 8 again, but the date and ages of the Scouts remain the same. For example, at the beginning of the first Season, Serena (age 13) is entering Grade 8 in late March 1992. At the beginning of the second season, Serena (age 14) is entering Grade 8 again in late March 1993. The time paradox is compounded by the fact that character memories have been selectively altered — some events between March 1992 and January 1993 are remembered, while others are forgotten. It is perhaps best to explain the time shift as "powerful magic from the Imperium Silver Crystal".





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Another time paradox occurs later in the series. In the first episode of *Bishojo Senshi Sailormoon S* (Episode #90), the Scouts are in the equivalent of Grade 9 and are studying for their high school entrance exams (less than one year away). In Episode #101, Usagi (Serena) celebrates her 16th birthday, which places that particular episode at the end of June 1994. In the next season (*Bishojo Senshi Sailormoon SuperS*; Episodes #128-166) the Scouts are never shown going to school, however one episode shows the Scouts on a summer vacation. Consequently, this episode must take place in the summer of 1995, and the Scouts should be in high school. It is not until season five, *Sailor Stars*, that the Scouts are actually shown entering high school...nearly two years since the beginning of *Bishojo Senshi Sailormoon S*. Clearly, a time paradox exists somewhere between Episode #128 and Episode #200. One possible solution to this paradox involves a bit of creative “hand waiving”, as follows:

The fourth season (*Bishojo Senshi Sailormoon SuperS*), featuring a powerful villain known as Queen Nephrenia, begins in January 1995 and appears to extend for one full year until January 1996. This time is not real, however, but is part of Queen Nephrenia’s “dream”. Time seems to pass as normal, but actually only two months of “real time” passes (January-February 1995). When Nephrenia awakens at the end of her mini-arc in *Sailor Stars* (Episodes #167-#172), time is restored to “real time” from “dream time”.

The *Sailor Moon* timeline provided here has been constructed using evidence presented in the series, including newspaper dates, cultural events, character references, observed seasonal changes, and birthdays. Conflicting evidence from episodes in the North American English translation of the series have been ignored in favour of the original Japanese version. For example, in “Raye’s Day in the Spotlight” (Episode #48), the characters refer to a celebration as “Autumn Festival” (implying the episode takes place between September and December). In the original Japanese version, the celebration is known as “*Bunkasai*” and takes place in May.

The chronological breakdown of the five seasons of the television series is as follows:

<i>Bishojo Senshi Sailormoon</i>	Late March 1992 - January 1993
<i>Bishojo Senshi Sailormoon R</i> , Part I	Late March 1993 - June 1993
<i>Bishojo Senshi Sailormoon R</i> , Part II	July 1993 - January 1994
<i>Bishojo Senshi Sailormoon S</i>	March 1994 - December 1994
<i>Bishojo Senshi Sailormoon SuperS</i>	January 1995 - February 1995
<i>Sailor Stars</i>	Late March 1995 - October 1995

Three Thousand Years of *Sailor Moon*

2000 years ago (about 8 BC)

The Silver Millennium, one thousand years of peace and harmony for the entire universe, begins.

1000 years ago (about 992 AD)

- With the help of the Negaforce, Queen Beryl breaks free from the Negaverse and launches an assault against the planet Earth and the Moon Kingdom. Queen Beryl’s four generals — Jedite, Nephrite, Zoycite, and Malachite — lead her armies to victory and destroy the Moon Kingdom. Many members of the royal court are killed, including Princess Serena, Prince Darien, Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus. (Episode #39, “The Past Returns”)

- Queen Serenity manages to imprison the Seven Shadow Warriors within the Imperium Silver Crystal. (Episode #21, “Jupiter Comes Thundering In”)

- Queen Serenity also uses the power of the Imperium Silver Crystal and the Crescent Moon Wand to banish the invading armies back to the Negaverse for one thousand years. (Episode #39, “The Past Returns”)

- Using the last of her strength, Queen Serenity sends Princess Serena, Prince Darien and the Sailor Scouts one thousand years into the future to be reborn on Earth as humans. She also sends the cat guardians, Luna and Artemis, into the future to act as the Scouts’ mentors. (Episode #39, “The Past Returns”)

- Queen Serenity dies. (Episode #39, “The Past Returns”)

- The Imperium Silver Crystal shatters into the seven Rainbow Crystals, with one of the Seven Shadow Warriors trapped inside each gem. (Episode #21, “Jupiter Comes Thundering In”)

1974

August 3: Birth of Darien Shields (Tuxedo Mask) to unnamed parents.

1975

October 29: Birth of Setsuna Meioh (Sailor Pluto) to unnamed parents.

1978

January 27: Birth of Haruka Tenoh (Sailor Uranus) to unnamed parents.

March 6: Birth of Michiru Kaioh (Sailor Neptune) to unnamed parents.

April 17: Birth of Raye Hino (Sailor Mars) to unnamed parents.

June 30: Birth of Serena Tsukino (Sailor Moon) to Kenji and Ikuko Tsukino.



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- September 10: Birth of Amy Anderson (Sailor Mercury) to unnamed parents.
- October 22: Birth of Mina Aino (Sailor Venus) to unnamed parents.
- December 5: Birth of Lita Kino (Sailor Jupiter) to unnamed parents.

1979

- January 1: Birth of Molly Baker to unnamed parents.
- February 8: Birth of Kou Yaten (Sailor Star Healer) to unknown parents.
- May 30: Birth of Kou Taiki (Sailor Star Maker) to unknown parents.
- July 30: Birth of Kou Seiya (Sailor Star Fighter) to unknown parents.

1980

- Darien Shields is seriously injured in an automobile accident, leaving him with amnesia. His parents do not survive the accident. (Episode #30, "A Crystal Clear Destiny")
- The alien Fiore arrives on Earth and becomes friends with Darien Shields. (*Sailormoon R* Movie)
- Birth of Sammy Tsukino to Kenji and Ikuko Tsukino. (*Sailormoon R* Movie)
- Serena Tsukino and Darien Shields meet for the first time in the hospital. Serena gives Darien a rose to commemorate her brother's birth. (*Sailormoon R* Movie)

1981

- January 6: Birth of Hotaru Tomoe (Sailor Saturn) to Professor Souichi and Keiko Tomoe.

1991

- Mina Aino first meets Artemis. The cat guardian gives her a transformation pen so Mina can begin her crime-fighting career as Sailor V.

1992

Late March

- The forces of the Negaverse make their first appearance on Earth since the Silver Millennium.
- Serena and her friends enter Grade 8 at Crossroads Junior High School.
- The Sailor V video game is released at the Crown Game Video Arcade.
- Events from English Episode #1, "A Moon Star is Born", occur.
 - Serena Tsukino first transforms into Sailor Moon.
 - Tuxedo Mask first arrives to save Sailor Moon.
- Events from Japanese Episode #2 occur (not shown in North America).
- Events from English Episode #2, "Talk Radio", occur.



April

- Events from English Episode #3, "Slim City", occur.
- Events from Japanese Episode #5 occur (not shown in North America).
- Events from Japanese Episode #6 occur (not shown in North America).
- Events from English Episode #4, "So You Want to be a Superstar", occur.
- Events from English Episode #5, "Computer School Blues", occur.
 - Amy Anderson first transforms into Sailor Mercury.

May

- Events from English Episode #6, "Time Bomb", occur.
- Events from English Episode #7, "An Uncharmed Life", occur.
 - Raye Hino first transforms into Sailor Mars.
- Events from English Episode #8, "Nightmare in Dreamland", occur.
- Events from English Episode #9, "Cruise Blues", occur.
- Events from English Episode #10, "Fight to the Finish", occur.
 - Jeditte is placed into an "Eternal Sleep" by Queen Beryl for failing to eliminate the Sailor Scouts.

June

- Events from English Episode #11, "Match Point for Sailor Moon", occur.
- Events from English Episode #12, "An Unnatural Phenomena", occur.
- Events from English Episode #13, "Wedding Day Blues", occur.
- Events from English Episode #14, "Shutter Bugged", occur.



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July

- Events from English Episode #15, “Dangerous Dollies”, occur.
- Events from English Episode #16, “Who is that Masked Man?”, occur.
- Events from Japanese Episode #20 occur (not shown in North America).
- Events from English Episode #17, “An Animated Mess”, occur.

August

- Events from English Episode #18, “Worth a Princess’ Ransom”, occur.
- Events from English Episode #19, “Molly’s Folly”, occur.
- Events from English Episode #20, “A Friend in Wolf’s Clothing”, occur.
 - Nephelite is killed by Zoycite’s *yoma*.
- Events from English Episode #21, “Jupiter Comes Thundering In”, occur.
 - Lita Makoto first transforms into Sailor Jupiter.
- Events from English Episode #22, “The Power of Friendship”, occur.

September

- Events from English Episode #23, “Mercury’s Mental Match”, occur.
- Events from English Episode #24, “An Artful Attack”, occur.
- Events from English Episode #25, “Too Many Girlfriends”, occur.
- Events from English Episode #26, “Grandpa’s Follies”, occur.
- Events from English Episode #27, “Kitty Chaos”, occur.

October

- Events from English Episode #28, “Tuxedo Melvin”, occur.
- Events from English Episode #29, “Sailor V Makes the Scene”, occur.
 - Mina Aino first arrives as Sailor Venus.
- Events from English Episode #30, “A Crystal Clear Destiny”, occur.
 - Sailor Moon is revealed to be Princess Serena, the lost Princess of the Moon Kingdom.
 - The seven Rainbow Crystals recombine to form the Imperium Silver Crystal.
- Events from English Episode #31, “A Reluctant Princess”, occur.
 - Zoycite is destroyed by Queen Beryl for disobeying a direct order.

November

- Events from English Episode #32, “Bad Hair Day”, occur.
- Events from English Episode #33, “Little Miss Manners”, occur.
- Events from English Episode #34, “Ski Bunny Blues”, occur.

December

- Events from English Episode #35, “Ice Princess”, occur.
- Events from English Episode #36, “Last Resort”, occur.
- Events from English Episode #37, “Tuxedo Unmasked”, occur.
- Events from Japanese Episode #42 occur (not shown in North America).

1993

January

- Events from English Episode #38, “Fractious Friends”, occur.
- Events from English Episode #39, “The Past Returns”, occur.
 - Malachite dies in battle with Sailor Moon after she deflects one of his attacks back upon him.
- Events from the Japanese Episodes #45 and #46 occur (combined into English Episode #40).
- Events from English Episode #40, “Day of Destiny”, occur.
 - The Scouts combine their power to perform “Sailor Teleport” for the first time.
 - On their way to battle Queen Beryl in the arctic, Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus are each killed by one of the Doom and Gloom Girls (*yoma*).
 - Prince Darien dies protecting Sailor Moon.
 - Queen Beryl and the Negaforce are destroyed by the Moon Princess. Unfortunately the Princess dies from exhaustion after drawing enormous amounts of energy from the Imperium Silver Crystal during battle (Japanese version). Princess Serena survives in the English version.
 - The Sailor Scouts and Darien are all reborn. The memories of the past year’s events are altered in their minds, and in the minds of others as well.

Late March

- The Sailor Scouts and their friends enter grade 8 again after they have “lost” a year of their lives.
- Events from English Episode #41, “The Return of Sailor Moon”, occur.
 - The two aliens, Alan and Ann, arrive on Earth to steal energy from humans.



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- Events from English Episode #42, “So You Want to be in Pictures”, occur.
- Events from English Episode #43, “A Knight To Remember”, occur.
- Events from English Episode #44, “VR Madness”, occur.

April

- Events from English Episode #45, “Cherry Blossom Time”, occur.
 - Sailor Moon powers up.
- Events from English Episode #46, “Kindergarten Chaos”, occur.
 - Sailor Venus powers up.
- Events from English Episode #47, “Much Ado About Babysitting”, occur.
 - Sailor Mercury powers up.

May

- Events from English Episode #48, “Raye’s Day in the Spotlight”, occur.
 - Sailor Mars powers up.
- Events from English Episode #49, “Food Fetish”, occur.
 - Sailor Jupiter powers up.
- Events from English Episode #50, “Mirror, Mirror, on the Wall”, occur.

June

- Events from English Episode #51, “Detention Doldrums”, occur.
- Events from English Episode #52, “Secret Garden”, occur.
- Events from English Episode #53, “Treed”, occur.
 - Ann dies protecting Alan from the Doom Tree’s attack.
 - Ann is reborn. The Doom Tree is also reborn as the Tree of Life.
- Events from English Episode #54, “Serena Times Two”, occur.
 - Rini first arrives from the 30th Century.
 - Rubeus and the Four Sisters of the Negamoon family arrive from the 30th century in search of Rini and the Imperium Silver Crystal.

July

- Events from English Episode #55, “The Cosmetic Caper”, occur.
- Events from English Episode #56, “Sailor Mercury Moving On?”, occur.
 - Sailor Mercury powers up again.
- Events from English Episode #57, “Gramps in a Pickle”, occur.
 - Sailor Mars powers up again.

- Events from English Episode #58, “Trouble Comes Thundering Down”, occur.

August

- Events from English Episode #59, “A Charmed Life”, occur.
 - Sailor Jupiter and Sailor Venus both power up again.
- Events from English Episode #60, “A Curried Flavor”, occur.
- Events from Japanese Episode #67 occur (not shown in North America).

September

- Events from English Episode #61, “Naughty ‘N’ Nice”, occur.
- Events from English Episode #62, “Prediction of Doom”, occur.

October

- Events from English Episode #63, “Enemies No More”, occur.
 - The negative energy in Catzi’s soul is cleansed by Sailor Moon and the Imperium Silver Crystal, turning her into a normal human.
- Events from English Episode #64, “Checkmate”, occur.
 - The negative energy in Bertie’s soul is cleansed by Sailor Moon and the Imperium Silver Crystal, turning her into a normal human.
- Events from English Episode #63, “Sibling Rivalry”, occur.
 - The Scouts combine their *Senshi* attack into “Sailor Planet Power” for the first time.
 - The negative energy in both Avery’s and Prizma’s souls are cleansed by Sailor Moon and the Imperium Silver Crystal, turning them both into a normal humans.





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November

- Events from English Episode #66, “Rubeus Evens the Score”, occur.
- Events from English Episode #67, “Rubeus Strikes Out”, occur.
 - Rubeus is killed when he is caught aboard his spaceship during its destruction.
- Events from English Episode #68, “The Secret of the Luna Sphere”, occur.
 - Sailor Pluto, Rini’s protector in the 20th century, first makes her presence known to the Sailor Scouts.

December

- Events from English Episode #69, “Emerald Takes Over”, occur.
- Events from English Episode #70, “Promises Fulfilled”, occur.
- Events from English Episode #71, “No Thanks, Nurse Venus”, occur.
- Events from English Episode #72, “Dog Day for Artemis”, occur.

1994

January

- Events from English Episode #73, “Lonely Amy”, occur.
- Events from the *Bishojo Senshi Sailormoon R Movie*, occur (not shown in North America).
 - Sailor Moon (as the Moon Princess) dies when she draws too much energy from the Imperium Silver Crystal while trying to save the lives of Prince Darien and the Sailor Scouts.
 - The Imperium Silver Crystal is shattered from the great strain.
 - The alien, Fiore, gives Darien the Flower of Life as a gift which he uses to revive Sailor Moon and restore the Imperium Silver Crystal.
- Events from English Episode #74, “Child’s Play”, occur.
- Events from English Episode #75, “Future Shocked”, occur.
- Events from English Episode #78, “Birth of the Wicked Lady”, occur.
- Events from English Episode #79, “Brotherly Love”, occur.
 - Sapphire is killed after learning about Wiseman’s true plans to destroy the entire universe.
- Events from English Episode #80, “Diamond in the Rough”, occur.
 - Prince Diamond and Wiseman destroy each other in combat.
 - Wiseman is magically restored to life by his energy globe.

- Events from English Episode #81, “Final Battle”, occur.
 - Wiseman reveals himself to be the Doom Phantom.
 - With the help of Tuxedo Mask and the Sailor Scouts, Sailor Moon and Rini each use their own Imperium Silver Crystal to destroy Wiseman and the Dark Crystal.
 - Rini returns to a peaceful 30th century Crystal Tokyo.

March - December

- Events of *Bishojo Senshi Sailormoon S* occur (Japanese Episodes #90-#127).
- Events from the *Bishojo Senshi Sailormoon S Movie*, occur (December).

1995

January - February

- Events of *Bishojo Senshi Sailormoon SuperS* occur (Japanese Episodes #128-#166).
- Events of *Bishojo Senshi Sailormoon SuperS Movie* occur (February).

Late February - Early March

- Events of “Ami-chan no Hatsukoi” (“Ami-chan’s First Love”) *SuperS* Special occur.

Late March - Late October

- Events of *Sailor Stars* occur (Japanese Episodes #167-#200).





Chapter 4: Role-Playing in a Sailor Moon Universe



Early 21st Century

- An unspecified ecological disaster of global proportions freezes the entire Earth. All living things are placed in a state of dormancy for nine hundred years.

Early 30th Century

- Neo-Queen Serenity uses the power of the Imperium Silver Crystal to reawaken the Earth from its dormancy.

- North American English Version: Belligerent forces from beyond the universe attack the Earth, but are defeated. Those who refused cleansing by the Imperium Silver Crystal were banished into space and established a civilization on Nemesis, the Dark Moon. This is the origin of the Negamoon family.

- Japanese Version: Neo-Queen Serenity attempts to purify the Earth with the Imperium Silver Crystal in order to create the utopian city of Crystal Tokyo. Those who refused cleansing chose to leave Earth to establish a civilization on Nemesis, the Dark Moon. This is the origin of the Negamoon family.

Late 30th Century

- Rini secretly takes the Imperium Silver Crystal, hoping to become a “real lady, like mommy”.

- The Crystal spontaneously enters her body, causing Crystal Tokyo’s defenses to fail.

- The Negamoon family takes advantage of the Earth’s weakness and attacks Crystal Tokyo.

- Events from English Episode #76, “Legend of the Negamoon”, occur.

- Events from English Episode #77, “Jealousy’s Just Rewards”, occur.

- Events from English Episode #78, “Birth of Wicked Lady”, occur.

- Rini (as Chibi-Usa) returns to the 20th century to undergo Sailor Soldier training under Sailor Moon’s guidance.

- Diana, Luna and Artemis’s child, travels back to the 20th century to rejoin Chibi-Usa.

- Chibi-Usa and Diana return from their trip to the 20th century.



The Moon Kingdom

A long time ago, we all lived happily in a place called the Moon Kingdom. It was a wonderful, peace-loving time for all the planets, know as the Silver Millennium...and Princess Serena lived there in the Royal Castle. Her mother, Queen Serenity, was a fair and gentle ruler who was raising her daughter to follow in her footsteps. But then the peace was shattered when evil Queen Beryl found a way to break out of her Negaverse, and into our universe.

— Artemis and Luna. “A Reluctant Princess”

Little information about the Moon Kingdom is presented in the first two seasons of *Sailor Moon*. Queen Serenity was the benevolent ruler of the universe and her daughter, Princess Serena, was destined to take the throne some day. Princess Serena’s court was lead by the four princesses of the planets Mercury, Venus, Mars, and Jupiter. Unfortunately when Queen Beryl and the Negaforce attacked the Moon Kingdom, the peace that had endured for a millennium came to an end. After many members of the royal court had been killed, the armies of darkness were finally banished by Queen Serenity back to the Negaverse with the power of the Imperium Silver Crystal. Queen Serenity sacrificed her own life to resurrect several noble members of the court, including her own daughter, and sent them all one thousand years into the future. The great Moon Kingdom was no longer.

The Kingdom of Light

The powerful magic of the Moon Kingdom has prevented astronomers from discovering its existence, even a thousand years after the civilization was destroyed by the Negaverse. Even the lunar landing and moon rovers have not revealed any remains of the once-great kingdom. During the Silver Millennium the moon could also sustain life, had a breathable atmosphere, possessed a gravitational pull similar to that of Earth, and had an ample water supply. Nothing is known about the political or economic structure of the Moon Kingdom, though it was likely similar to a typical monarchy on Earth during that time...only friendlier and more considerate towards its citizens. The kingdom may have been divided into duchies, baronies and fiefdoms, with regional rulers reporting to the Queen. The royal family did have an army of soldiers for defense of the kingdom, as well as an elite palace guard that kept watch over the family (in full plate mail armour, no less).

There was never any mention in the anime series of a King of the Moon, or of Princess Serena’s father.



Chapter 4: Role-Playing in a Sailor Moon Universe





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Members of the Royal Court

Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus were the princesses of their respective planets, and were part of Princess Serena's court during the Silver Millennium. It was not mentioned whether or not Sailor Neptune, Sailor Uranus, or Sailor Saturn actively participated in the Moon Kingdom. Luna does say, however, that Sailor Pluto is destined to be the Guardian Of Time for eternity and thus probably did not make any appearances in the Moon Court. Darien was a Prince of the Earth during the Silver Millennium, but may not have been the only Prince during that time. Other solar systems in the Milky Way and galaxies beyond may have also served under Queen Serenity. It is suggested in the series that the Moon Kingdom's reign may have extended over the entire universe, though such an empire is impossible to imagine. Additionally, if every single planet in the entire universe (or even one planet in every solar system) had its own civilization, the number of royal members reporting to Queen Serenity would be unbelievably large and highly unmanageable.

Near instantaneous communication and transportation between the Moon Kingdom and the planets was likely available during the Silver Millennium. Since technology plays a minor role in the Sailor Moon universe, magical items and abilities would have most likely been used to maintain contact between Queen Serenity and the members of her court.

The Planetary Kingdoms

Life, as humans know it, cannot exist on any planet in our solar system other than Earth. The planetary kingdoms were therefore magical civilizations similar to the Moon Kingdom in their capacity to sustain life. Since even less is known about the various planetary kingdoms other than the Moon Kingdom, the details of those civilizations are in the hands of the players and the GM. It is unknown if the planetary kingdoms still remain, or if they were destroyed along with the Moon Kingdom. An important question to address involves the rulers of each planet: were they the planetary princesses (the Sailor Scouts), or did each planet also have an unmentioned king or queen? It is entirely possible that the planetary princesses of Princess Serena's court were actually the daughters of the planetary queens of Queen Serenity's court. Furthermore, the planetary princesses may also have extended families that include brothers, sisters, uncles, aunts, nieces, nephews, and cousins. Marriages would have probably taken place between the royal families of planets in this solar system, which could mean that the Sailor Scouts are all distantly related to each other.

The Negaverse

The Negaverse or Dark Kingdom, is a dimensional realm that serves as a nexus point for negative energies. The Negaverse is ruled by a mysterious evil being known as the Negaforce (Queen Metallia in the original Japanese series), though she rarely interacts directly with her dark minions. Queen Beryl, the ruthless right hand of the Negaforce, is the one who actually leads the Negaverse in its quest to conquer the Earth. The vast armies of the Dark Kingdom are under the command of four powerful Negaverse generals: Jeditte, Nephrite, Zoycite, and Malachite. The generals were originally the guardians of Prince Endymion (Prince Darien) of Earth before they were corrupted by the Negaverse.

A strong barrier exists between the Negaverse and the universe which prevents travel between the two realms. When the Negaverse gathers sufficient energy however, a few dark servants can penetrate the barrier and enter the universe. During the Silver Millennium, the energy of the Negaverse had reached its peak. Warrior hoards from the Dark Kingdom destroyed the dimensional barrier and unleashed an assault on the Earth and the Moon Kingdom. Using the power of the Imperium Silver Crystal, Queen Serenity forced the vast armies back to the Negaverse and restored the barriers between the two realms. One thousand years passed before the Negaverse recovered from their defeat and their energy levels had reached moderate levels.

With a renewed interest in conquering the Earth, Queen Beryl sent the four generals into the universe to gather additional energies from human souls. Jeditte was the first to fail in this task





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and was placed into “Eternal Sleep” by his merciless Queen. Nephrite was destroyed by Zoycite’s *yoma* for betraying the Negaverse and falling in love with a human. Soon after, Zoycite was killed by Queen Beryl for disobeying a direct order. Finally, Malachite died after Sailor Moon turned one of his attacks back upon himself. Even with the death of the four generals, the Negaverse had gained enough human energies to allow the Negaforce to open a gateway to Earth. In a climactic final battle, the Negaforce merged with Queen Beryl and confronted the Moon Princess, Sailor Moon. With the help of the Imperium Silver Crystal and the strength of her fallen Scout allies, the Moon Princess vaporized her powerful enemy and closed the gate between the two realms.

What is Known

The first two seasons of *Sailor Moon* present very little background information about the history, true motivations, or social structure of the Negaverse. Since its two leaders each possessed the title of Queen, the Negaverse is presumably a monarchy with a political structure similar to the Moon Kingdom. The television series has not featured any locations in the Negaverse outside Queen Beryl’s dark palace either. The main presentation hall in the palace is Queen Beryl’s throne room, from where she communicates orders, received reports from her generals and renders punishment for failure. Presumably, a number of chambers are located outside the throne room, including strategy rooms, sitting rooms, and Queen Beryl’s private rooms. It is within one of the Queen’s private chambers that she keeps the powerful mind control pod used to corrupt Darien into an agent of evil. Additionally, the Negaforce resides in its own private chamber, receiving few visitors other than Queen Beryl.

Speculation on What is Unknown

- How big is the Negaverse? Is it simply one palace and a few thousand warriors? A single city populated by millions of *yoma*? A large island with several population centres? Maybe the Negaverse is an entire planet, or solar system, or galaxy, or universe! Game Masters should determine for themselves how large they desire the Negaverse to be.
- Does the Negaverse host an entire civilization? The *Sailor Moon* series has shown Negaverse queens, generals and powerful *yoma*, but are there billions of other Negaverse residents that lead relatively normal lives? Do these residents live in cities, go to work, get married and have children? One can envision average Negaverse citizens living in complete ignorance concerning the activities of their monarch, Queen Beryl, and her armies.
- Is the Negaverse a mirror image of the Universe? Consider the possibility — for every individual in the universe, a corresponding being may exist in the Negaverse. When one individual dies, his or her Negaverse mirror image dies as well. Perhaps a good mirror image of Queen Beryl named Mme. Beryl Lachance lives in Paris, France while an evil Mrs. Haruna works as one of Malachite’s Negaverse spies. One possible Sailor Moon campaign plot may revolve around the human version of Jedite, who fell into a coma (Queen Beryl’s “Eternal Sleep”) after a car accident. If a medical technology breakthrough awakens the human Jedite from his coma, the Negaverse warrior Jedite could consequently escape from his Eternal Sleep and assume the role of his defeated master.



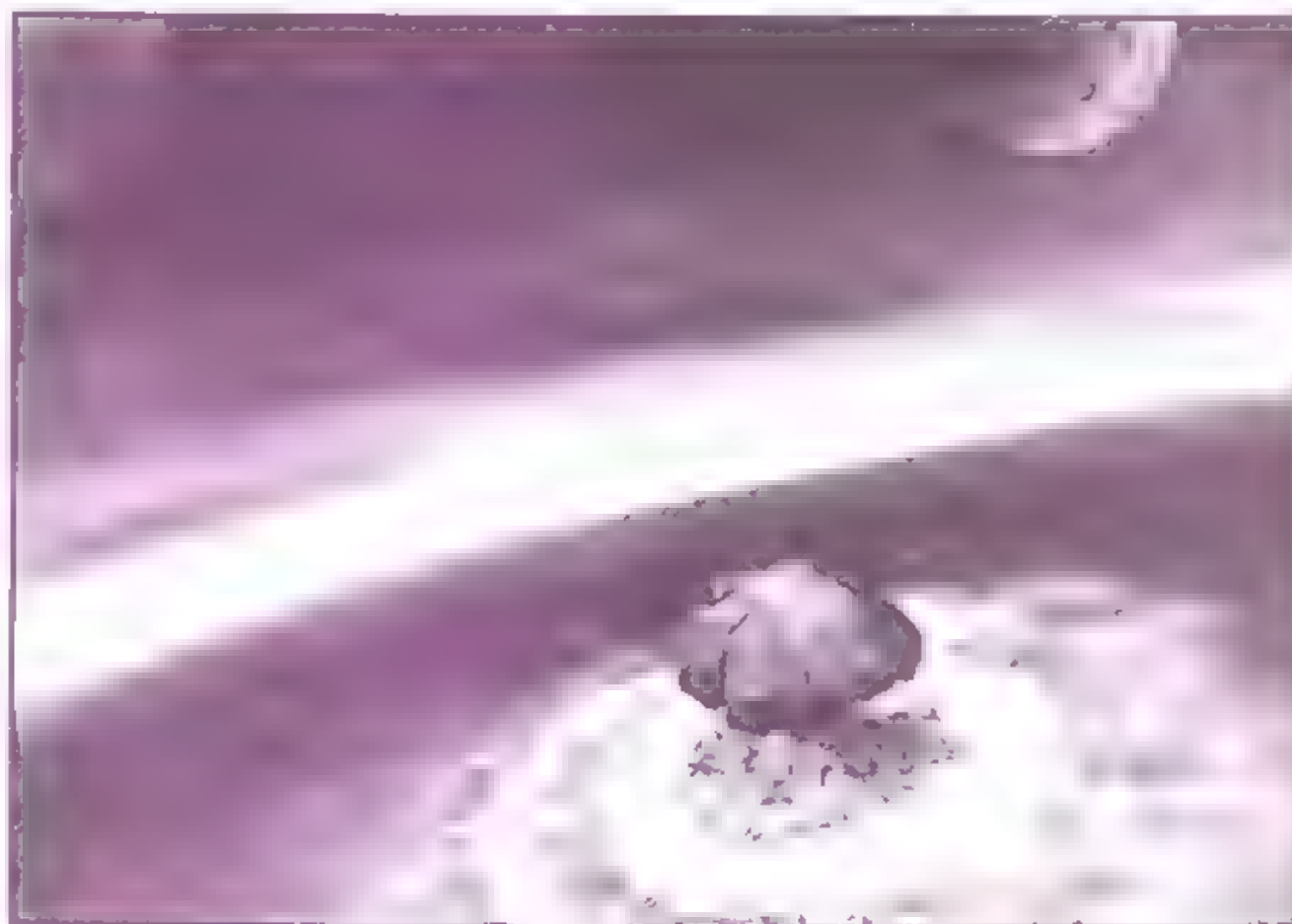


Planet of the Makaiju

Long ago there was only me and the ocean. I lived alone for eons with not a soul to talk to. But then, I decided to change all that. Back then, I wasn't known as the Doom Tree; I was called the Tree of Life. It was such a happy time, filled with joy and peace. We all knew only harmony and as I grew, so did my children. But then, evil forces managed to turn some of them against me, and they began to fight for my energy. I tried talking to them, but they only obeyed the dark force telling them that power is the most important thing. Soon, all that existed in our world was anger and hatred. Still, I believed that patience would reward me and that one day we'd all find harmony once again. But it was not to be. The evil became so great they destroyed themselves and our world. Luckily, I was still strong enough to escape and I took my few remaining followers with me in search of Light. We tried many planets, but none of them had what we needed to sustain life. Soon, only you and Ann were left with me. Poor little children, who'd never known real love — only hatred and the battle for power. I wanted to teach you, but by then I was too weak to speak anymore...they kept me alive, but to grow I need love, positive energy.

— The Doom Tree, "Treed"

The preceding quote is the only information given concerning the origins of the *Makaiju* or Doom Tree, and the alien race to which Alan and Ann belong. The animation of the Doom Tree's home planet shows a single island standing alone in a vast, blue ocean. The Doom Tree, originally known as the Tree of Life, covered the entire island while its roots stretched deep into the ocean. To eliminate its endless years of loneliness, the great tree brought forth life from the giant pods along its branches. The children of the *Makaiju* were young, innocent creations that played, danced and laughed around the tree all day long. However, when the dark forces arrived and poisoned the happy planet with their evil, the Tree of Life used its magical powers to flee into the vastness of outer space with the youngest of its children.



With its home planet savagely destroyed by the great evil, the tree journeyed for many years among the stars in search of a new home. Unfortunately a suitable planet could not be found and without a renewable source of energy, the tree became too weak to sustain its children. One by one the children died, terrified and lonely, until only the two strongest were left alive. As the years passed, the two alien children, Alan and Ann, grew older and became lovers. Eventually the now-silent Doom Tree and the two aliens reached the planet Earth and discovered plenty of energy sources in human souls. Embittered by years of isolation without friendship, Alan and

Ann lashed out against the human race.

Campaign and Setting Questions

- Did anyone or anything else live on the *Makaiju*'s home planet? Although the tree believed it lived alone on the vast ocean, perhaps an entire civilization actually lived beneath the waves on the ocean floor, or on a distant continent. If other species existed, did any of them escape the planet before its destruction?

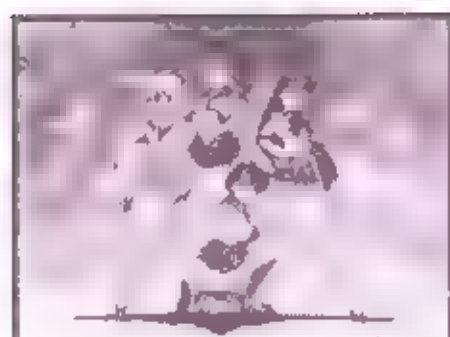
- Is the Tree of Life a unique being, or a single tree from a vast population? Other similar life forms might be scattered over the entire universe, each with their own family of tree children. It is also possible that each tree is related to a different aspect of nature — the Tree of Death, Tree of Sound, Tree of Light, Tree of Love, Tree of Pain, etc. Furthermore, one of these trees may have existed on Earth since the planet's creation (such as the legendary Tree of Knowledge).

- Are any other Tree of Life children still alive? In the first Sailor Moon theatrical movie (*Bishojo Senshi Sailormoon R Movie*), an



alien named Fiore is introduced who bears a striking resemblance to Alan. If Fiore was also born from the Tree of Life, are other tree children also alive? Humankind would truly be threatened if several thousand of Alan and Ann's brothers and sisters came to Earth in search of energy, or for the Tree of Life itself.

- Where have Alan, Ann and the Tree of Life continued their lives after they left Earth? Might they ask the Sailor Scouts to visit their new home, or call on them for help should they face a deadly threat?



Chapter 4: Role-Playing in a Sailor Moon Universe



Crystal Tokyo

The Earth was devastated by ecological disaster. The entire planet froze over and all living beings were placed in a state of dormancy. They slept until the 30th century when Neo-Queen Serenity came to the throne and used the powers of the Silver Crystal to reawaken the planet. Earth was prosperous again, and Crystal Tokyo was the bustling hub of business and the arts. But unfortunately these prosperous times were not to last. Belligerent forces from beyond the universe appeared, intent on conquering Earth. After a lengthy and costly war we repelled them. Some of our enemies accepted cleansing from the Silver Crystal but most refused and were banished into space. Crystal Tokyo was once again restored to peaceful times...until the Nemesis appeared.

Nemesis is a mysterious rogue moon which appeared at the edge of our solar system, discovered just lately because of its erratic orbit. We only discovered it because of the enormous amount of negative energy it was emitting — dangerous levels, far greater than the energy emitted by a white dwarf or pulsar.

...Little by little the people there absorbed the negative supernatural energy. From them descended the family of the Negamoon — fearsome creatures with awesome powers. Then, not long ago, a huge burst of energy pulsed out from Nemesis and attacked Crystal Tokyo. Our losses have been devastating. They've conquered almost the whole planet and cast an evil spell upon the entire populace. Only myself, and the four guardians of the Crystal Palace are still awake. Sailor Mars, Sailor Mercury, Sailor Jupiter, and Sailor Venus have been casting their energy to protect the palace.

— King Darien, "Legend of the Negamoon"



The future Earth presented in the *Sailor Moon* series is united under two planetary rulers — Neo-Queen Serenity and her husband, King Darien. Before the invasion by the Negamoon family, the monarchs lived in the Crystal Palace in the heart of Crystal Tokyo with their only daughter, Rini. Older versions of the Inner *Senshi* (Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus) guard and protect the royal family and are responsible for the defenses of the entire city. The television series does not provide sufficient detail about Crystal Tokyo to discuss at length the city's cultural or economic status, commercial trade, technological level, social environment or military defense.

Early in the 30th century, Neo-Queen Serenity erected protective energy barriers around the entire Earth using the awesome power of the Imperium Silver Crystal. One day, young Rini entered the Queen's chambers to borrow the Crystal, hoping its magic would turn her into a "real lady, like mommy". However, when the Imperium Silver Crystal was removed from its place of power it spontaneously diffused into Rini's body, resulting in the collapse of the Earth's magical protection. Prince Diamond, ruler of Nemesis, had been waiting for the right moment to attack the Earth as revenge for his family's



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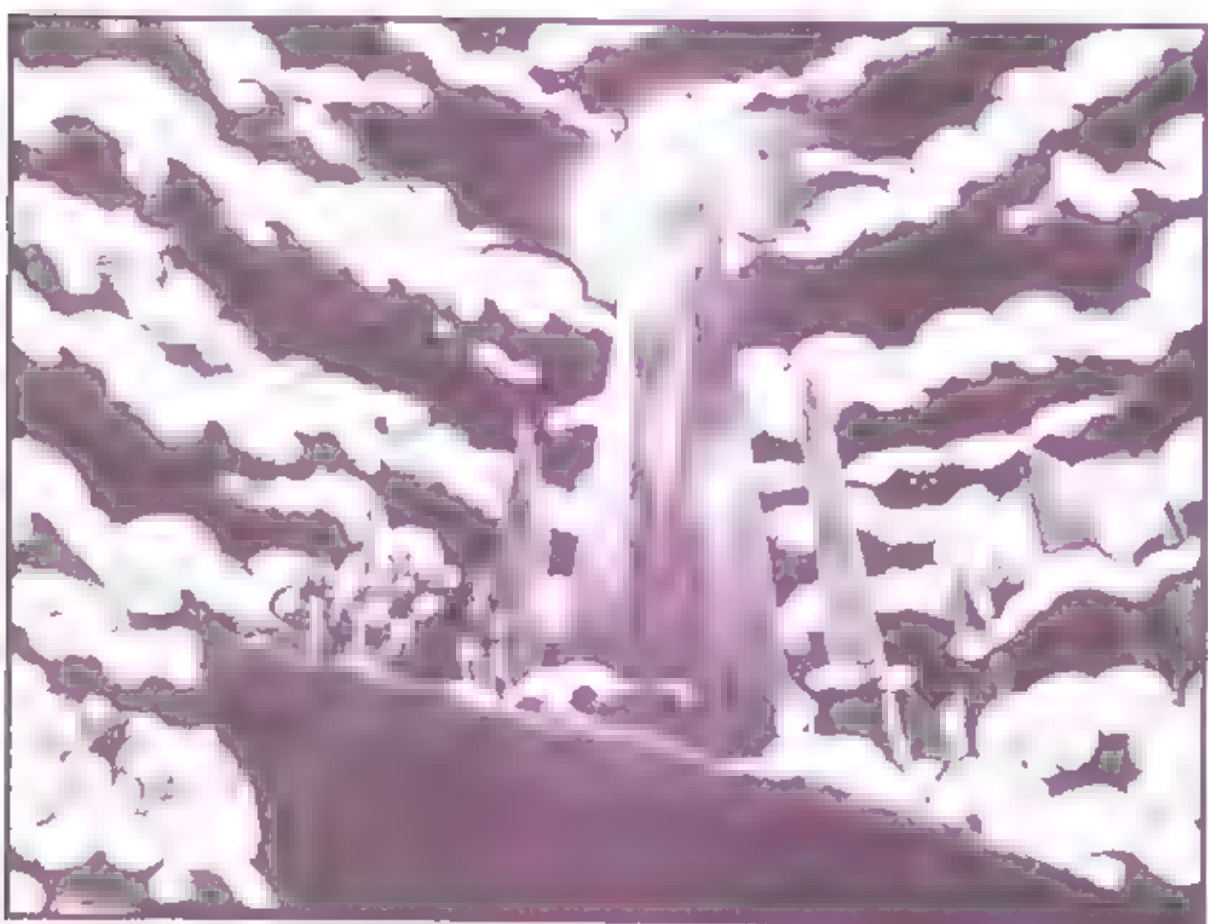


banishment from the planet years earlier. When the Earth's magical defenses were removed, the Prince ordered a furious assault on Crystal Tokyo that nearly killed Neo-Queen Serenity. Fortunately the Sailor Scouts managed to encase their sleeping Queen in an impenetrable quartz shell and raise a magical force field around the Crystal Palace as a last line of defense. Even after the Negamoon family occupied Crystal Tokyo they could never destroy the Crystal Palace, the Sailor Scouts, or the royal family. When Sailor Moon and her friends destroyed Wiseman and the Dark Crystal, Neo-Queen Serenity was revived from her deep sleep and Crystal Tokyo was free once again.

A Crystal Tokyo Campaign

Campaigns set in 30th century Crystal Tokyo (or later) can give the GM and players the opportunity to investigate an unexplored aspect of the *Sailor Moon* series. The main characters are significantly older than they were during the first two seasons of the television series and are both wiser and more mature. Although each GM will customize Crystal Tokyo for their own campaign, answering the questions below may provide several plot ideas.

- What is the political structure of the Earth, and how is it different from that of the 20th century? Do other countries retain a level of autonomy in the global monarchy, or are they all answerable to the royal family?
- Does any friction exist between Crystal Tokyo and other regions of the globe? Do any underground resistance movements exist that can undermine the authority of the royal family?
- Do the Sailor Scouts ever return to their respective planets as the rightful Princesses to rebuild their own kingdom?
- In an advanced society like Crystal Tokyo, do the average citizens still engage in mundane activities, such as shopping, watching television, hanging out at the beach, and playing sports? If humanity has evolved past such activities, what do the average citizens do with their free time?
- Can the damage from the Negamoon family's assault on the Earth ever be repaired, or will the planet always bear scars? Can the Sailor Scouts help the Earth?





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Nemesis, The Dark Moon

At last! The sweet, sweet taste of revenge is within my grasp! This planet will finally be mine...We were banished by the people on Earth to a cold, dim, isolated, and distant moon. It's worth losing one of our own if it means getting revenge on the people of the Earth.

— Prince Diamond, “Birth of the Wicked Lady”

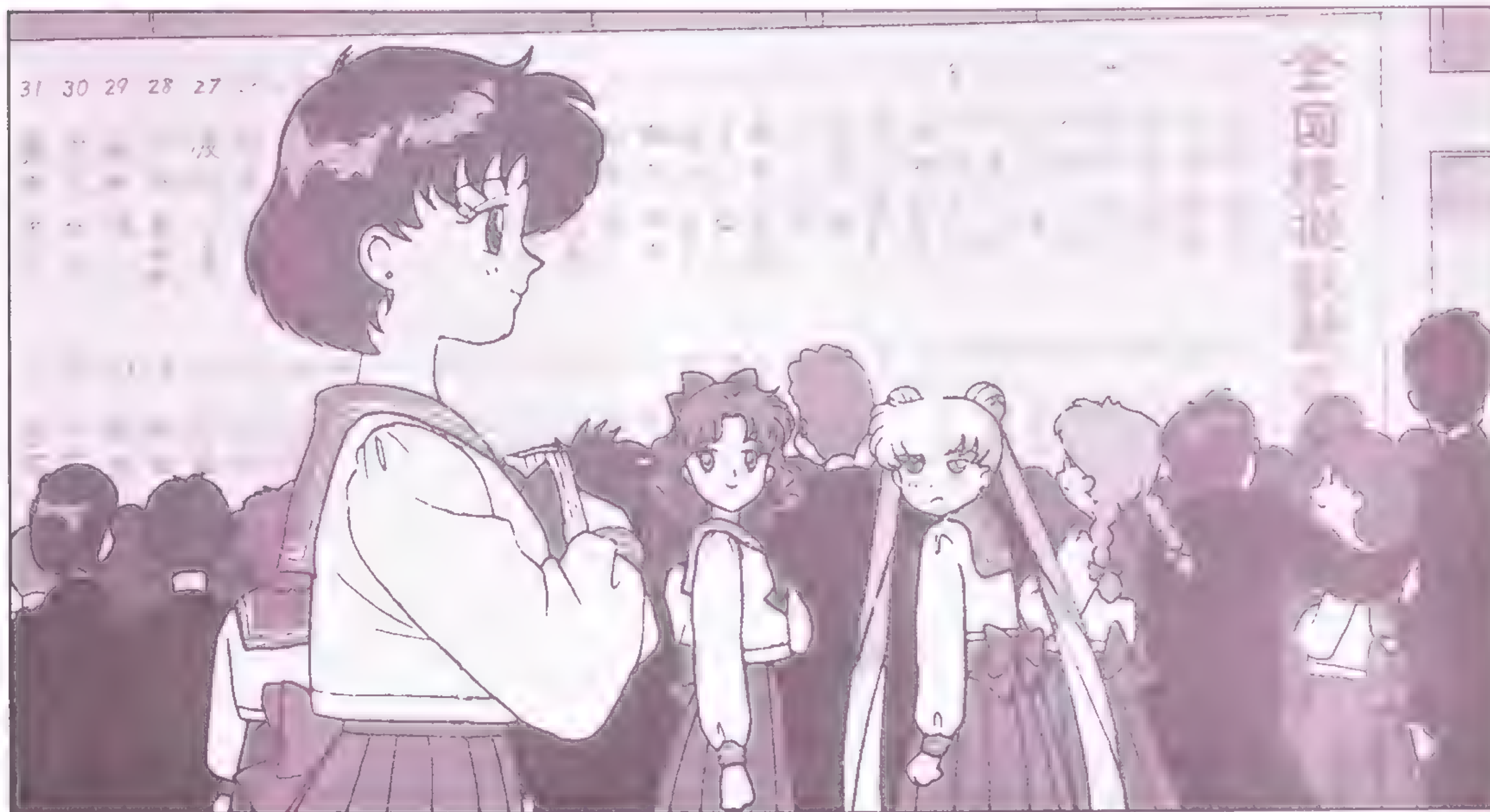
Nemesis is a small, dark moon located at the edge of the solar system. The moon is ruled by the royal Negamoon family, lead by the passionate and vengeful Prince Diamond. Other important family members include Prince Diamond's younger brother, Sapphire, as well as Emerald, Rubeus, and the Four Sisters (Catzi, Bertie, Avery, and Prizma). A mysterious and powerful spectre known as Wiseman serves the family as a valuable resource and ally. The source of the family's magical powers is the Dark Crystal that Wiseman brought to Prince Diamond.

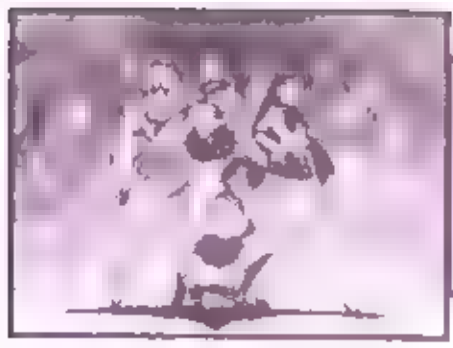
Virtually nothing is known about Nemesis, or its inhabitants, since the moon is only mentioned briefly in the anime series. Any GM wishing to use Nemesis as the setting for a *Sailor Moon* campaign must rely heavily on their own creativity and imagination. Since the players would not have any series-specific knowledge about Nemesis, the Dark Moon may be an ideal setting for a far-future campaign.

School Life In Japan

Who could write this section better than someone who has actually attended school in Japan? In early March of 1991, an American college student named Maiko Covington began missing her high school days in Japan. While reminiscing about the years past, Maiko posted messages on several usenet groups (chat boards on the internet) detailing the earlier part of her life as a Japanese high school student. The seven-part message was posted between March 5 and March 29, 1991 and is well known by anime fans worldwide. Maiko's account provides a rare glimpse into the life of a student in Japan, and serves as an excellent resource for background material in the *Sailor Moon* universe. While the entire seven-part message is over 10,000 words and thus far too long to include in this book, the first part is included below (reprinted with permission and edited briefly). Other topics detailed in Maiko's usenet posts include:

- the subjects studied
- physical education class
- descriptions of the inside of classrooms
- daily routines in school
- notes about bowing to teachers
- breaks between classes
- the importance of a “cute” lunch
- the lunch break
- cleaning the classroom





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- English class in general, and Maiko's personal experiences
- *Ensoku* (field trips)
- *Gaijin* (foreigner) parties
- *Bunkasai* (cultural festival)

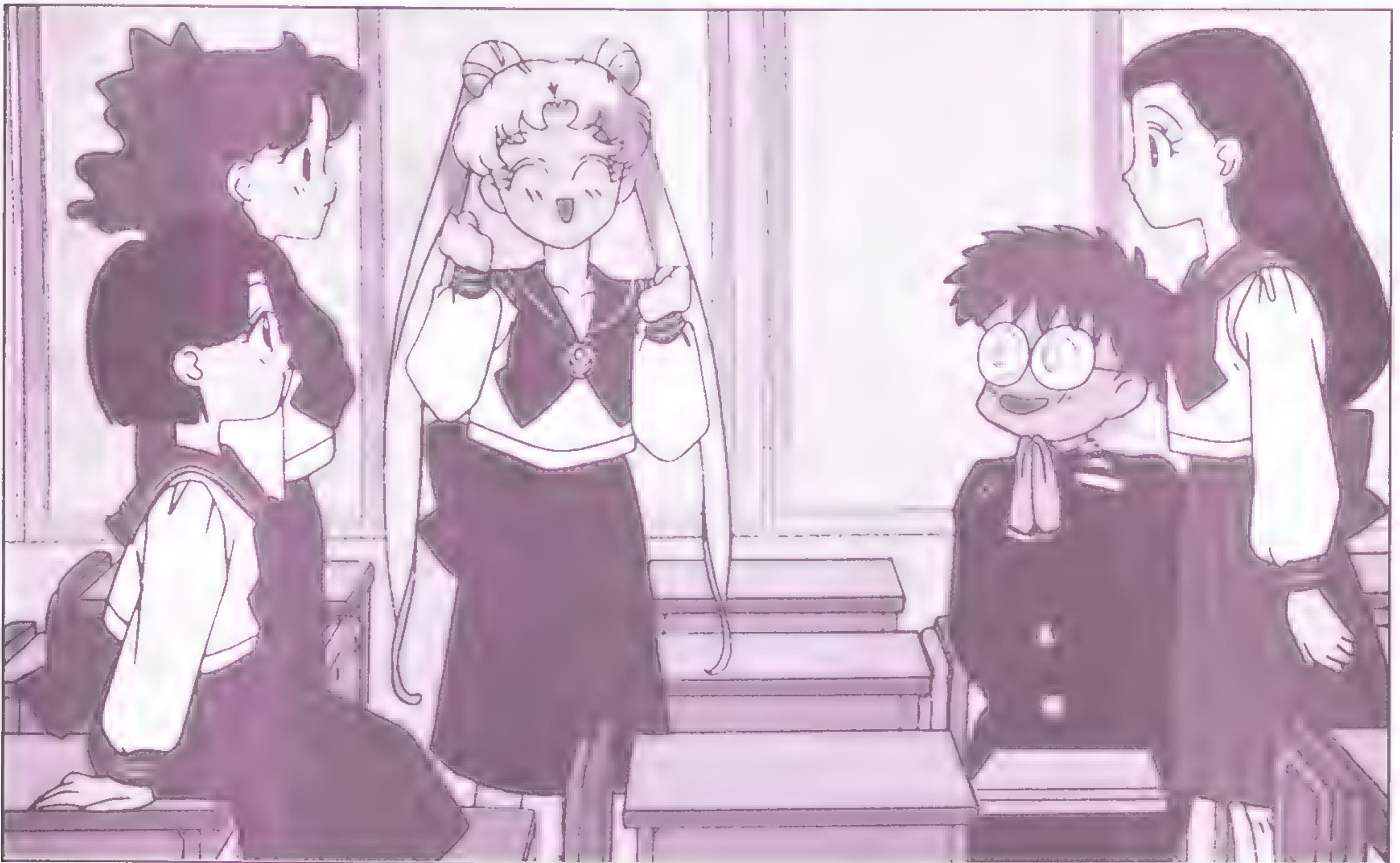
Sailor Moon fans with internet access are encouraged to read the six remaining parts in addition to the one provided here. Maiko's posts are available on several web pages, including: <http://www.mallard.uiuc.edu/~maiko/highschool.html> (available for downloading on Maiko's own web page) and <http://server.berkeley.edu/Anime/japan/maiko.html> (available for on-line reading).

Japanese School Part I — March 5, 1991

Hello, everybody. I have decided to write a little bit about what life in Japanese school (well, junior and senior high school) is like, from the inside. For people reading on rec.arts.anime, I realize that this subject really has nothing to do with anime, but since many of the anime have high school kids as characters and show scenes of school life, I thought you might like to see it. Please be warned that I have no training in sociology or anything like that - I am just writing about my own experience.

A GENERAL OVERVIEW

Perhaps the major difference between Japanese and American high school (and middle school as well) is that whereas in USA schools the students change classes, in Japan you stay in one class all day long (or at least most of the day), and instead the teachers move around from class to class. So, you are with the same people all day long. People in your class form a sort of group, and you can get really close to them. Of course, if you happen not to like your classmates, you are stuck, for often your class will be more or less the same people for all 3 years. Just about everyone in my class had a certain nickname, to be used only by your classmates. I was Mai-chan (kinda ordinary). Some of the ones we had were "Mossan" (Kuramoti Keiko) "Yuasa-si" (Yuasa Reiko), and perhaps the strangest, "Demo-sa". See, this one kid Miyuki would always butt in on people's conversations with "demosa, demosaaa..." so she came to be called "Demo-sa". Apparently there were no hard feelings, though. Anyway... because you don't change classes, you keep your books right inside your desk. The desks are usually a separate desk and a chair, and the desk is hollow to put your books inside. There are lockers in the back of the room, but they don't have locks on them. It's mostly for you to keep your P.E. stuff in. Seating chart was always a big deal, because of course everybody wants to sit next to their closest friend, right? In my experience we would





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change the seating chart every couple of months, and this was usually done by picking numbers out of a box or some such method so no one could complain that it was unfair. It really was a big thing, though - the class president would take charge of it and everything.

I suppose I should explain to you how the classes are divided and such. There are 3 grades of middle school and 3 grades of high school. Each grade is divided into classes of about 45 to 50 people each, on the basis of ability and also depending on what classes you are taking. Most of the classes you don't get to choose for yourself, but there are a few choices, like whether to take Japanese or World history, and they try to keep the people who made the same choice in the same room, to facilitate the system I described earlier. Each grade has officers on the student council, and then each class has officers too. It was the latter I meant when talking about the seating chart thing. Some of the offices change every year, others change every quarter (most schools are on the "sangakkisei"). Each class has a number, always it's the grade number followed either by a number or a letter to distinguish the classes. At my middle school we used letters (like 3-A) and at my high school we used numbers (I was in 2-1). These are read "san nen A kumi" and "ni nen ni kumi" respectively. Each person in a class also has a "syusseki bangou" or "attendance number" based on where your name comes in alphabetical order. I was usually near the end, because my last name is written in katakana and they would say that must come after all of the kanji. I thought that was kinda rude, myself. I was 3145 (san nen iti kumi 45 ban). Oops, I just noticed the example I gave before should be "iti kumi" too. Sorry.

Uniforms... all public schools in Japan wear uniforms, I think. These come in several basic varieties: for boys, it is usually the black pants and jacket with gold buttons down the front and a white shirt inside, or sometimes it is a sort of suit like thing. For girls, it is a "kon" (a kind of dark blue) or gray skirt, with either a sailor top or a white shirt and matching vest. These vary in detail from school to school, and so you can tell what school people you meet on the street go to. Of course, people try to alter their uniforms a lot. Depending on who you hang around with, it was cool to either make your skirt really long or really short. For tough guys (or those who thought they were), the "in thing" was to make the black uniform-pants really big, and the jacket long with a super high collar (at least in my area, anyway). Also people do stuff like wearing cute socks with pictures on it instead of white ones, wearing white shirts of a pattern different from the school one, wearing cool sneakers, etc. etc. Also people put their hair up in ways you aren't supposed to; they wear bright hair ribbons, and put all sorts of key chains on their school bags. The more daring girls might dye their hair, or perm it. I must say that I got away with perming my hair, because people just assumed it was natural, ha ha. One girl in my high school class was forced to go to the barber and have her hair dyed back to black after dying it reddish-brown. Some people also experiment with cosmetics.

Advice For The Player

1. Watch as many *Sailor Moon* episodes as you can find. There is simply no substitute for actually watching the series unfold on television. Episodes can be seen on cable or rented/purchased from video outlets.
2. Assign your character a few Character Defects. Your purpose is not to create a "perfect" character, but a character that is fun to play. Defects can not only generate laughter during each session, but can also expand your role-playing options. Besides, you'll find that you never have enough Character points to satisfy your desire for Attributes! Assign some Defects and you'll get a few more points.
3. Do not create a character who prefers to be alone. Role-playing is about GM/player and player/player interactions. Deny yourself one of those opportunities and the enjoyment of the game is diminished for everyone.
4. Do not obsess about the rules. Every GM has his or her individual style when running a game. If your GM wants to play "fast and loose" with the system, go with the flow. *The Sailor Moon Role-Playing Game* rules should only be used when it benefits the game. If you and your group can thrive with fewer rules (or without any at all), don't let this book hold you back. On a related note, you must trust the GM to do what is best for the game. Any worthy GM realizes that players come first in the game, and that it is his or her obligation to make it enjoyable for everyone. Trust the judgment of the GM and the game will flow more smoothly.
5. Give the GM constant feedback — both positive and negative. On a regular basis (perhaps after each session) let the GM know what you like and dislike about the direction and momentum of the game. Without player input, the GM may not realize in which areas he or she needs improvement. Be polite and diplomatic, but also be honest. The game can only get better, not worse, when you voice your comments and concerns.



Sailor Moon Says...

When Molly told Nephrite she loved him, she was being true to herself. It got her in a mess of trouble, but Nephrite knew Molly's strong feelings could be valuable to the Negaforce. When you're doing something that is right, your energy, your true feelings, are valuable too. When you're true to yourself, not trying to be anyone but who you are, you are as strong and powerful as any enemy. When you're doing something right, remember to be true to yourself. Sailor Moon says!



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SAILOR MOON Chapter 5 SAILOR MOON

The Game Master's Section





Chapter 5: The Game Master's Section



The Roles of the GM

As a GM, you are responsible for every aspect and detail of a *Sailor Moon* role-playing campaign or adventure except for the Player Characters (PCs). These responsibilities include establishing the setting, time period, plot, antagonists, and NPCs, as well as creating conflicts, settling rule disputes and describing to the players what their characters see and hear. You will also handle the organizational details of the game such as recruiting players and securing a place to play. Above all, you must ensure that every player enjoys the time he or she spends playing the game. If the players do not enjoy the game, they will eventually stop showing up to play.

You will be the director, producer, script editor, cinematographer and set designer of a new *Sailor Moon* series...starring the Player Characters!

Campaigns, Mini-Campaigns and One-Shots

The story pacing and plot depth of a role-playing campaign is different from that of a mini-campaign, which in turn is different from that of a one-shot adventure. *The Sailor Moon RPG* system is ideal for all three types of games.

Campaigns

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. In a campaign, the PCs have time to develop unique personalities as they are faced with challenges to their bodies, their minds, and their souls. The characters can also learn new skills and gain access to heightened powers as they become more familiar with





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who they really are. In a campaign, the players have time to explore the various aspects of the *Sailor Moon* world that you have created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, or simply driven away by the PCs. You should establish the outline for the beginning of your campaign before play begins, but the middle and the end of the story is largely determined by the interests and actions of the characters. A campaign is similar to a single season of the *Sailor Moon* series, or the entire five-year run (a very epic campaign).

Mini-Campaigns

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters do not develop much over the course of a mini-campaign since the plot only spans a few days to a few weeks. The antagonists are often present in every session, with the major villain usually surviving at least until the final climatic conclusion to the story arc. Mini-campaigns require a greater plot structure than an open-ended campaign, and thus the players are required to focus more on the story and less on their own characters. You should know where the PCs will start (the beginning) and where they should go (the middle), but the closure at the end of the story is heavily dependent on the choices made by the characters during their journey. A mini-campaign is similar to a story arc within the *Sailor Moon* series, such as the Rainbow Crystal Quest, the Doom Tree story, or the Four Sisters arc.

One-Shot Adventures

A one-shot adventure covers one single story idea in a 3-8 hour gaming session. These adventures are most frequently run at role-playing conventions and for demonstrations at game stores. The characters do not develop in any way during an adventure because the story only spans a few hours to a few days. To maintain a high level of intensity during the game, the role-playing of character personalities is often sacrificed for dramatic action and conflict. Additionally, the focus of the plot often involves a mystery or quest that, once solved or completed, will reveal the antagonist who is causing all the troubles. One-shot adventures are highly structured and only offer the characters a limited number of choices for each dilemma that they face. Most GMs usually script the plot to establish the beginning and middle of the story, and have a rough outline of the story ending that can be influenced moderately by the players' actions (for example, will the villain win, lose, or get away?) A one-shot adventure is similar to a self-contained *Sailor Moon* episode, or one of the *Sailor Moon* theatrical movies.

Whether you choose to run a campaign, mini-campaign, or one-shot adventure will depend on a number of important factors that you must consider:

- Does the scope of your adventure idea require a minimum number of game sessions to complete?
- How much time are the players willing to commit to the game?
- Is your game introductory in nature, or will it run at a game convention?
- How much role-playing and characterization would you like to see in the game?
- Do you intend the characters to explore an original *Sailor Moon* game world which you have created?
- How vast are the motivations and plans of the antagonists?

Establishing the Theme

A theme is an underlying idea or concept that pervades the individual arcs of a plot, or even the entire story itself. The *Sailor Moon* series contains elements of a number of themes, the most prevalent of which is Good versus Evil. Other common *Sailor Moon* themes include redemption and forgiveness, duty and responsibility, the power of love, belief in oneself, true friendship, the will of the human soul, striving against the odds, enduring hope, unavoidable destiny, and revenge.

All *Sailor Moon* campaigns and mini-campaigns should have at least one major theme that unites the actions of the plot, and possibly a few minor ones as well. You should let the players know what the major theme of the game will be before character creation begins. This knowledge will help the players to develop a character concept that can use the thematic elements to increase role-playing opportunities. You should not give away any secrets about the plot when relating the theme to the players, however, and thus it is important to describe the theme using broad terms rather than specifics. For example, it is better for you to say that the theme of a campaign will be "human strength" rather than "can humanity withstand the lure of powerful technology?", or "mystery" rather than "unexplained artifacts from the Silver Millennium".

Some themes may be more difficult to work into a *Sailor Moon* campaign because they are either too abstract ("What is the concept of Truth?"), philosophical ("What is a human?"), or morally contentious ("What is the true face of God?") If you intend to incorporate mature themes (such as sexuality, passion, or the cruelty of villains) into the story, you should talk to your players before the game begins to ensure there are no objections.



Sailor Moon Says...

Day-dreams are nice. Especially the ones about...food. Day-dreams are cool, all right, but just don't forget about the here and now. The time you spend day-dreaming, you could spend making your day-dreams come true!



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Presenting the Villains

If your players are assuming the roles of the “Champions of Justice” (Sailor Scouts or Knights), it is very important how you present the antagonists (also known as villains or “Bad Guys”). The villains should be among the most notable and distinctive NPCs in a *Sailor Moon* campaign to emphasize the threat they pose to the player characters. If the central antagonist rarely opposes the PCs directly, you can still make his or her presence known to the players by introducing evil allies or demonic minions (*yoma*). For example, Queen Beryl orders her four generals (Jedite, Nephelite, Zoycite, and Malachite) to eliminate the Sailor Scouts, rather than confronting them herself. Similarly, each general summons *yoma* to assist them in their battles.

Consider each of the following details before presenting the villains to the characters:

1. Exactly who are the antagonists? You need to establish the villains’ names, physical appearances, origins, and hierarchical ranking (if applicable). If you don’t know who your villains really are, the players will not perceive them as important NPCs. Nasty, yes...but not important.
2. Understand their motivations. Villains who do nasty things simply because they are evil make very uninteresting NPCs. Villains do not view themselves as “Bad Guys” either, but often

believe that they are the only ones who can see the bigger picture. Ask yourself why these characters are plotting against the PCs, or working against values of humanity. Do they want power or revenge? Are they merely delusional? Are they trying to save their people and their home world? Or do the villains really believe that they are the only ones who can save the universe? The villains’ motivations may never be perfectly clear to the players, but it is imperative that you understand what they are.

3. Give each villain a distinct personality. Every major villain in the *Sailor Moon* series is a unique character, with his or her own habits, demeanors, ideologies and style. These important NPCs will only stand out in your game as individuals if you have spent the time to properly develop their personality. The more clearly you construct the antagonists’ identity, the more real they will become to your players.

4. Do the villains work alone, or do they rely on servants (*yoma*, cardians, droids, etc.) to do their dirty work? Lesser minions need not be as well developed as their masters, but should still possess some identifying traits such as physical appearances, weapons, or powers. Do not waste too much time on them, however, since there is a good chance that they will be destroyed by the PCs fairly quickly (if your game is similar to the television show, that is).

5. What are the villains’ weaknesses that may eventually lead to their fall from power? Do they have a source of energy that can be destroyed? Do they serve an unforgiving master or higher power that punishes repeated failure with death? Can their emotions betray their goals? Perhaps the villains only have a limited amount of time to complete their mission before they cease to exist. You are not required to plan exactly how the PCs must defeat the villains, but you should keep a few options in the back of your mind. As the campaign progresses, you can adjust your mental notes to better suit the momentum of the game.

When the villains are first presented to the player characters, they should make a dramatic entrance with style befitting their status within your game. Villains often have inflated egos and thus will speak down to the PCs as they would to a child or an inferior species. Additionally, if the PCs gain the advantage in combat or foil an evil plan, the villain will claim that their enemies were just “lucky” and refuse to admit their defeat. Finally, the death of your important villains should only occur during the climatic scenes of your story, often at the end of a heart-pounding and world-shaking battle. A well-played villain will be someone the players love to hate (and perhaps hate to love).

When the villains speak, they should command attention. When the villains fight, they should fight with passion. And when the villains die, they should be remembered forever.





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Player Characters as Villains

One option that you have as the GM is to run a campaign where the player characters are the traditional “villains”...though naturally they would not be called “villains”. In these games, the Sailor Scouts and Knights are the NPC antagonists, always sticking their noses into the PCs’ affairs. These role-reversal games can be a fun and exciting change for you and the players, and can give everyone the opportunity to role-play new character powers and abilities. You may find it more natural to flavour these campaigns with more serious and mature themes if the goals of the PCs include global or galactic domination, eradication of the Sailor Scouts, or the enslavement of mankind.

During character creation, let your players know if they should create villains from the series (Queen Beryl’s generals, or Negamoon family members) or create original characters of their own designs. If you choose the latter option, you may consider uniting all the PCs with a common background element. For example, all the characters could originate from the same planet, belong to the same family, work for the same higher being, or possess the same types of powers. These background ties will help the characters work as a team towards a common goal, and will align your campaign more closely to the *Sailor Moon* series.

The Story Arc

A story arc is a mini-plot within a campaign that concentrates on one or two main themes or events. An RPG campaign consists of a number of story arcs that are linked together with a common plot detail, such as a major villain, an important theme, a fundamental ideology, or just simply the player characters’ fight for justice. A mini-campaign usually only contains one story arc, but you may be able to explore two smaller arcs over 6-10 sessions.

When you run a *Sailor Moon* campaign, it is important to keep the individual story arcs focused on one or two plot ideas that can somehow be resolved by the PCs. This resolution may not always be in favour of the PCs however, since they are not guaranteed to “win”. This will establish a pattern where a story arc is introduced, explored, and finally resolved before you advance the PCs to the next story arc. Moving between arcs not only keeps players’ energies and interest levels high, but also provides you with an opportunity to spin the tone and theme of the game in an unexplored direction. The ideal length of game time for a single story arc varies greatly, but 6-12 sessions (20-60 game hours) is considered average.

The first two seasons of *Sailor Moon* can be subdivided into 8 story arcs. Note the similarities in the lengths of the arcs.

Season 1

Introduction/Jedite arc	Episodes 1-10
Nephrite/Molly arc	Episodes 11-20
Zoycite/Rainbow Crystal arc	Episodes 21-30
Malachite/Prince Darien arc	Episodes 31-40

Season 2

Doom Tree arc	Episodes 41-53
Rini/Four Sisters arc	Episodes 54-65
Emerald/Dark Points arc	Episodes 66-74
Crystal Tokyo/Wicked Lady arc	Episodes 75-81

Integrating the Game With the Series

Although *The Sailor Moon RPG* can be used to run nearly any magical girl campaign, you may wish to set your game within the television series itself. Naturally you cannot draw any major plot threads directly from the show (since the players would know the resolution), but you can incorporate most thematic, setting and background elements presented. For these scenarios, the players will usually assume the roles of the five Inner *Senshi* (Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus), with Tuxedo Mask preferably reserved as an NPC. If more than five players will be participating, you can allow some players to create an Outer *Senshi* character (Sailor Pluto, Sailor Neptune, Sailor Uranus, or Sailor Saturn), one of the Sailor Starlights (Sailor Star Fighter, Sailor Star Maker, or Sailor Star Healer), or even Rini/Chibi-Usa (Sailor Chibimoon). Your antagonists will be the central villains from the television season during which your game takes place.

Plotting your adventure can be tricky if you wish to keep the game as closely related to the *Sailor Moon* series as possible. This difficulty will partially stem from your players’ expectations of the game. If your players are also *Sailor Moon* fans, they will probably have opinions concerning what is “right” and “wrong” with your interpretation of the series events. Fortunately, most players will be reasonable about any objections they might have if they know you are trying your best to run an enjoyable game. Another problem you will face when outlining your scenarios involves remembering all the background details from the episodes. This book can help you greatly with a number of potential problems — names of people and places, episode plots, villain abilities and powers, etc. — but you will still need to carry out your own research. If you own a VCR and have a copy of the relevant *Sailor Moon* episodes (or can simply borrow them from a friend), your research will progress much more rapidly.

Variations in the power levels of the player characters may also hinder your attempt to run a series-based campaign. While



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Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus are all roughly equivalent in power and ability throughout the first two seasons, Sailor Moon possesses several magical items that afford her significant advantages over her friends. Consequently the player assuming the Sailor Moon role should be given more Character Points than the other players and, without malicious intent, will become the focus of the game. This may seem only natural — the series is called *Sailor Moon*, after all — but the lack of balance can also be unfair to the players if they are not given equal role-playing opportunities. This balancing problem becomes even more pronounced if the powerful Outer *Senshi* from seasons three through five are introduced as player characters.

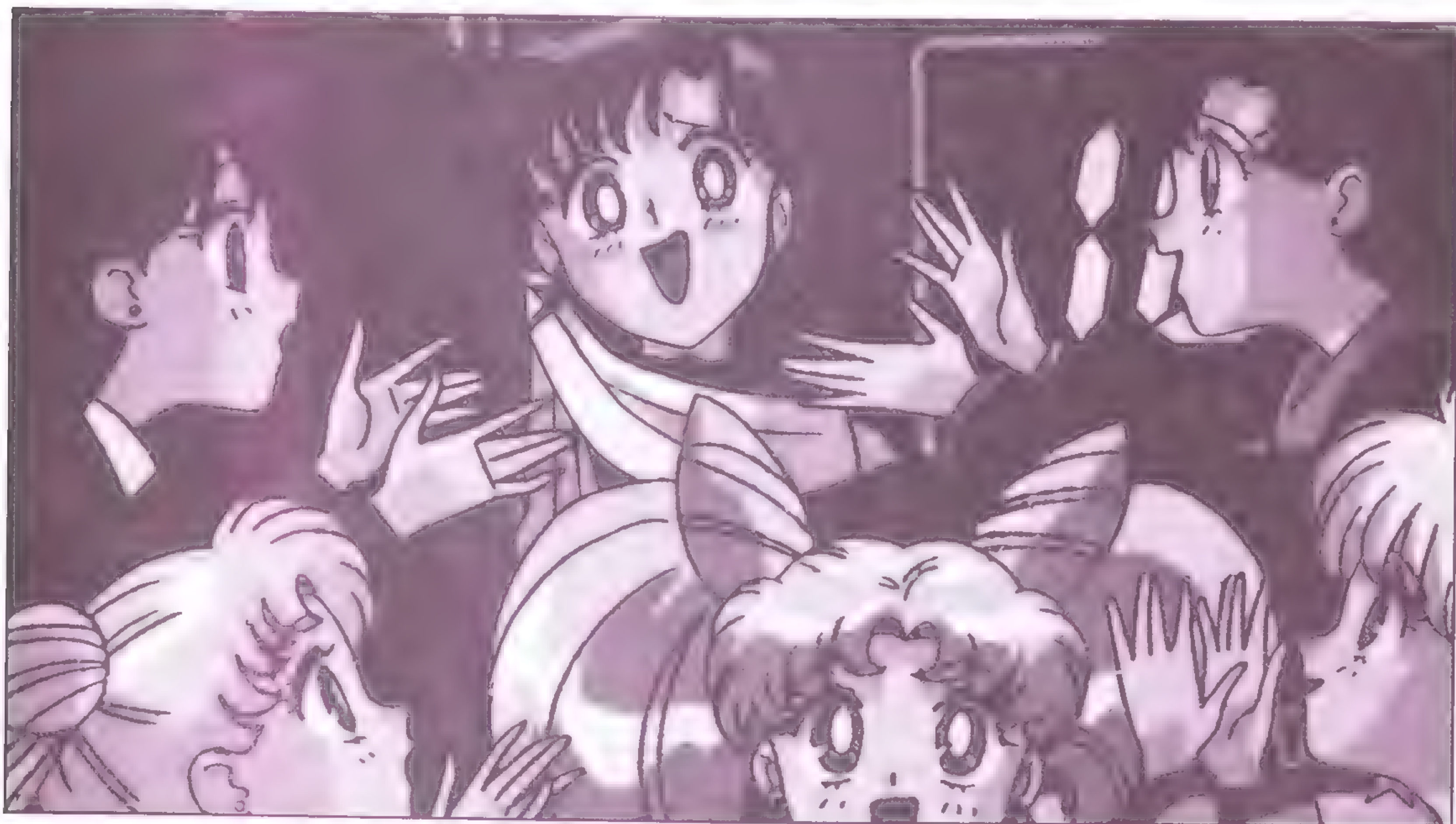
As the GM you can solve this problem by simply giving all players the exact same number of Character Points with which they will create their characters. This solution may appease players who would otherwise cry “unfair!”, but also moves your campaign further from the depictions of character abilities and power levels from the series. Alternatively, you can give the appropriate number of Character Points to each Scout without trying to balance the numbers. This option may only be feasible if you have more mature or perhaps experienced players who can enjoy themselves role-playing characters of any power level. As long as you endeavour to give each player equal “screen time” or role-playing opportunities, the number of points from which the characters were created should be irrelevant. Less powerful characters are not the same as less important characters.

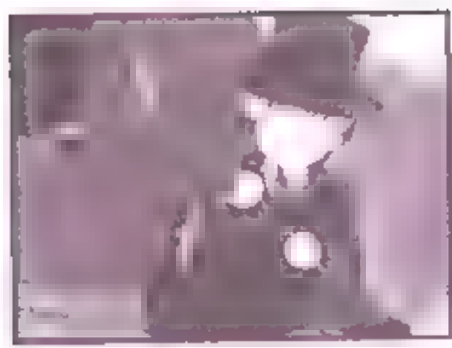
Moving Beyond the Series

You should not feel limited by the events of the *Sailor Moon* series when you begin to develop your campaign ideas. The characters, plots, settings and backgrounds presented in the anime can simply be considered to be one specific *Sailor Moon* universe out of an infinite number of possibilities. Should you decide to guide your campaign away from the series events, you can still incorporate any number of details from the show. You certainly do not need to change every name, place, power, villain, setting, plot, and background detail to create your own unique and custom-tailored campaign.

One important aspect of a *Sailor Moon* game that can set it apart from all the other games is the choice of player characters. There are several character options that can help you define your own *Sailor Moon* campaign universe:

1. The players create main characters directly from the show, with the same abilities and powers. The plots and themes of your game can still be different from those presented in the anime.
2. The players create versions of the main characters from the show, with their own abilities and powers. For example, Sailor Jupiter could be created to have a high Mind Stat and low Body Stat, possess Level 5 in the Elemental Control Sub-Attribute, and only have access to Level 1 of the Sailor *Senshi* Attack Sub-





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Attribute. This option can also be used to create older or younger versions of the main characters (for example, a version of Neo-Queen Serenity).

3. The players create characters that are only superficially similar to those from the show. For example, Darien Shields may still turn into Tuxedo Mask, but this Tuxedo Mask is a female Sailor *Senshi* with Magnetism as her Element of Influence.

4. The players modify background characters from the show to make them comparable to the Sailor Scouts or villains. For example, a new team of player characters from the Negamoon could include Andrew, Molly, Melvin, Ms. Haruna, Sammy and Melissa — each with Level 3 in the Negaverse/Dark Powers Attribute.

5. The players create completely unique characters that do not resemble any characters from the show. These original characters can include the children of the Sailor Scouts, or of other main *Sailor Moon* series characters.



Another important campaign note to consider when moving your game beyond the series involves the setting and time period. In just the first two seasons of *Sailor Moon*, there are numerous opportunities from which you can “spin off” your own campaign. Consider some of the following “What if” situations:

- What if Queen Beryl had succeeded in overthrowing the Moon Kingdom, which then forced the surviving Sailor Scouts to start an underground resistance movement?
- What if Queen Serenity accidentally sent all the surviving Scouts to another planet in a distant galaxy instead of Earth?
- What if Queen Serenity accidentally sent all the surviving Scouts 1000 years into the past instead of into the future?
- What if the Negaverse formed a giant corporation in Japan and tried to take over the world through economic and political manoeuvring?
- What if none of the original Scouts were revived after the battle with Queen Beryl, but rather new Scouts were awakened to take their place instead...in North America?
- What if Alan and Ann were but two of four million other aliens who were preparing to attack the planet Earth on December 31, 1999?
- What if Tuxedo Mask and the Sailor Scouts remained trapped in 30th century Crystal Tokyo when they visited the future?

There are several advantages to developing your campaign within an original *Sailor Moon* universe. First, you avoid the possibility of one of your players telling you that your interpretation of an event from the series is “wrong”. Since your *Sailor Moon* universe is different from all others, only you know what is “right” and what is “wrong”. Another advantage you have over a series-based campaign is the ease with which you can incorporate elements of mystery and surprise into your game. If your players are *Sailor Moon* fans, they may be overly familiar with the supernatural plot elements of a series-based campaign. Your original universe can provide new and exciting mysteries for these players to explore. Finally, developing your own *Sailor Moon* universe encourages creativity and innovative thinking, and gives you the opportunity to demonstrate your GMing talents to your players.

Character Advancement

Character advancement is very important in the *Sailor Moon* series, and this importance is reflected in the role-playing game. Advancement is unnecessary in a one-shot adventure or short mini-campaign, but during a lengthy campaign players may wish to improve their characters’ skills, abilities, and powers. The Character Points awarded through advancement reflect the characters’ earned knowledge through conflicts with the



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environment, other characters or NPCs, or even with themselves. You are encouraged to award all characters one bonus Character point every third role-playing session. Additionally, you can reward exceptionally talented or active players with an extra Character Point. The players can assign these Character Points to Character Attributes immediately, or accumulate them for future use. The point cost of increasing an Attribute is identical to the cost during character creation (see page 30 of *Chapter 2: Character Creation*). Players should assign advancement points to Character Attributes their character has used often, but may also rationalize their decision to you when acquiring new Attributes. For example, Karen (the player) could decide that Sailor Mercury has been secretly practicing advanced combat techniques against multiple targets. Although her character lacked the Extra Attack Attribute during creation, Karen's rationalization can still advance Sailor Mercury to Level 1 in that Attribute (requires 4 Character Points from advancement).

If a character expresses interest in increasing his or her *Senshi*/Knight Powers Attribute, you should incorporate this advancement into the game. The *Sailor Moon* series presents similar advancement whenever an NPC such as Luna, Artemis, or Queen Serenity gives the Scouts new transformation tools or other items of power. Additionally, you can allow characters to reduce or eliminate Character Defects with Character Points gained through advancement, by "buying off" the Character Defect Point Bonus. You should also include this Defect reduction in the game by offering role-playing opportunities to the player. For example, a character with a Phobia Defect might be forced to confront his or her fears to save a friend's life, or a character with the Marked Defect might discuss plastic surgery options with a doctor.

You should also award special advancement Character Points to players who keep an up-to-date *Character Diary*. These Diaries can be purchased at gaming or hobby stores, or through mail order directly from Guardians Of Order. Players can choose from three diary version: the *Sailor Scout Diary*, the *Knight Diary* or the *Dark Warrior Diary*. For completing the introductory sections of the Diary (character sheet, background information, future aspirations, and possibly a character portrait), the player is given one bonus Character Point. The character is also awarded one-half a bonus Character Point for every entry in the Diary — including personal thoughts, pictures, songs, poetry, etc. — usually updated during or soon after each game session. Thus, a very active, dedicated, and talented player who keeps an up-to-date Character Diary can earn as many as 8 advancement Character Points over the first 6-session period — 2 regular advancement points (1 every 3 sessions), 2 bonus points for exceptional role-playing skill (1 every 3 sessions), 1 bonus point for completing the Diary introduction and 3 bonus points for the Diary entries (1/2 point each session for 6 sessions).

As the GM you always have final say concerning how many Character Points you give to the players for advancement.

Monsters-Of-The-Week (Yōma, Cardians, Droids)

Villains in the *Sailor Moon* series do not usually oppose the Sailor Scouts directly, but rather send their minions to do their "dirty work" — collecting energy, retrieving objects, fighting the Scouts, protecting strategic locations, etc. The names given to these minions change between seasons to indicate that they are serving different masters. In season one, the servants of Queen Beryl and the four generals were called "yōma". In season two, Alan and Ann summoned "cardians" (the earlier episodes) while the Negamoon family summoned "droids" (the later episodes).

While the monsters could be created using the same rules to create characters in *The Sailor Moon RPG* (see page 26 of *Chapter 2: Character Creation*), they have a number of specialized abilities that are best detailed by a customized set of rules. The Summon/Control Servant Negaverse/Dark Sub-Attribute (page 44) gives the main PC or NPC villains the ability to control a number of these dark minions at the same time, depending on the Sub-Attribute Level. The servants are described by four different power levels: weak, moderately powerful, strong and very strong. The rules in this section are designed for two purposes:

1. Allow the player or GM to customize their own servants with a simple, yet complete, set of rules for assigning Stats, Health Points, Energy Points, Combat Value, Damage Value, weaknesses and special abilities.
2. Allow the player or GM to quickly generate a servant with a random assortment of abilities and weaknesses.





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Customized Servants

These creation rules do have some similarities to the rules given in *Chapter 2: Character Creation*. For more information about the Stats, Derived Values, and other point-based concepts given below, refer to the text in Chapter 2. A new term, **Servant Ability Points**, is used to determine the number of abilities or powers the dark servant will possess. The points used to create a servant depends on how powerful it is:

Weak Servant

9 Stat Points, 10-20 Health Points, 10-20 Energy Points, Attack Combat Value of 5, Defense Combat Value of 3, maximum attack Damage Value of 10-20, up to 5 Servant Ability Points.

Moderately Powerful Servant

12 Stat Points, 20-50 Health Points, 20-50 Energy Points, Attack Combat Value of 6, Defense Combat Value of 4, maximum attack Damage Value of 20-30, up to 10 Servant Ability Points.

Strong Servant

15 Stat Points, 50-70 Health Points, 50-70 Energy Points, Attack Combat Value of 7, Defense Combat Value of 5, maximum attack Damage Value of 30-40, up to 15 Servant Ability Points.

Very Strong Servant

18 Stat Points, 70-140 Health Points, 70-140 Energy Points, Attack Combat Value of 8, Defense Combat Value of 6, maximum attack Damage Value of 40-50, up to 20 Servant Ability Points.

After the dark servant has been assigned its Stats, Health Points, Energy Points, Combat Value and Damage Value, the player or GM can select the servant's special abilities and powers from the Servant Abilities tables (**Tables 5-1, 5-2 and 5-3**). A single Type I Ability requires 1 Servant Ability Point, a Type II Ability requires 2 Servant Ability Points, and a Type III Ability requires 3 Servant Ability Points. For example, a Strong Servant with up to 15 Servant Ability Points could be constructed using a number of different combinations of abilities and powers: (15 Type I abilities) or (12 Type I abilities and 1 Type III ability) or (5 Type I abilities, 2 Type II abilities and 2 Type III abilities), etc. The exact descriptions and limitations on each Servant Ability should be determined by the GM.

Some dark servants also have a weakness that can ultimately lead to its defeat at the hands of the Sailor Scouts. By assigning a servant one or more optional weaknesses from **Table 5-4: Servant Weaknesses**, the servant gains one or more extra Servant Ability Point. For example, a moderately strong servant with one weakness, that usually has up to 10 Servant Ability Points, can have up to 11.

Randomized Servants

The GM can use the dice to quickly generate a servant during a gaming session that has a random assortment of abilities or powers, as well as one or more weaknesses (GM's discretion). For each servant, the GM should carry out the following steps:

1. Decide how powerful the servant is (weak, moderately powerful, strong or very strong). Use the number values in the previous Customized Servants section for determining the servant's Stats, Health Point, Energy Points, Attack Combat Value, Defense Combat Value and Damage Value.
2. Roll one six-sided die to determine the first type of ability the servant will have. A roll of 1-3 is a Type I Ability (**Table 5-1**), a roll of 4-5 is a Type II Ability (**Table 5-2**), and a roll of 6 is a Type III Ability (**Table 5-3**).
3. Roll one six-sided die to determine the ability group within the table specified in the previous step. A roll of 1-2 is Group A, a roll of 3-4 is Group B, a roll of 5 is Group C, and a roll of 6 is Group D.
4. Roll one six-sided die to determine which particular ability the servant will have within the table and group specified in the previous two steps.
5. Repeat steps 2-4 to assign the servant multiple abilities. Servants should have between 5 abilities (weaker servants) and 10 abilities (stronger servants), but may be assigned as many or as few abilities as the GM desires.
6. Roll one six-sided die to determine the weakness group in **Table 5-4**. A roll of 1-3 indicates that the servant does not have a weakness. For a result of 4-6, roll another die to determine the weakness group – a roll of 1-2 is Group A, a roll of 3-4 is Group B, a roll of 5 is Group C, and a roll of 6 is Group D.
7. Roll one six-sided die to determine which particular weakness the servant will have within the group specified in the previous step.

Example: The GM needs to generate a relatively weak servant quickly, and thus decides to use the randomized servant rules. The GM rolls a 1 during Step 2, indicating that the servant has a Type I Ability. She then rolls a 3 during Step 3, indicating that the servant has a Group B Ability. The third roll (Step 4) is a 5, indicating that the servant has the ability to "assume any human form". Finally, a roll of 2 during Step 6 indicates that the servant does not have a weakness. The GM repeats the rolls until the yoma has 5 abilities.



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Table 5-1: Type I Abilities (Roll of 1-3)

GROUP A (Roll of 1-2)

1. 1 Level in any "1 Point/Level" Attribute or Negaverse/Sub Attribute
2. Control the mind of 1 human
3. Surround or trap a small part of a target's body with an object
4. Fire or shoot small objects/weapons for short distances
5. Shapeshift a body part into a single alternate form
6. Use telekinesis to move small objects

GROUP B (Roll of 3-4)

1. Create small explosions that cause minimal damage
2. Ignore or deflect 10 damage points from a Sailor *Senshi* Attack
3. 1 Level in Elemental or Emotional Control *Senshi*/Knight Sub-Attribute
4. Meld into the surrounding environment (ground, objects, etc.)
5. Assume any human form
6. Levitate

GROUP C (Roll of 5)

1. Paralyze 1 person
2. Control the mind of 1-3 animals
3. Place 1 person into a deep sleep
4. Create believable illusions for 1 person
5. Arms, legs, or other body parts can stretch to great lengths
6. Armoured skin that cannot be pierced by non-magical weapons

GROUP D (Roll of 6)

1. Spray acid from the body (mouth, arms, etc.)
2. Summon tentacles or other creatures from the environment
3. Sonic blast
4. Gust of wind
5. Pass through walls and other solid objects
6. Assume a gaseous form

Table 5-2: Type II Abilities (Roll of 4-5)

GROUP A (Roll of 1-2)

1. 1 Level in any "2 Points/Level" Attribute or Negaverse/Sub Attribute
2. Control the mind of 2-4 humans
3. Surround or trap most of a target's body with an object
4. Fire or shoot small objects/weapons for great distances
5. Shapeshift a body part into several alternate forms
6. Use telekinesis to move medium-sized objects

GROUP B (Roll of 3-4)

1. Create medium-sized explosions that cause moderate damage
2. Ignore or deflect 20 damage points from a Sailor *Senshi* Attack
3. Limited-range teleportation
4. Create believable illusions for 2-4 people
5. Fly (with or without wings)
6. Infuse an object or area with negative energy (causes anger in humans)

GROUP C (Roll of 5)

1. Paralyze 2-4 people
2. Control the mind of 4-10 animals
3. 2 Levels in Elemental or Emotional Control *Senshi*/Knight Sub-Attribute
4. Can travel freely between different dimension and realms
5. Place 2-5 people into a deep sleep
6. Possess a single human (*yoma* often grows in strength during this time)

GROUP D (Roll of 6)

1. Create a small amount of inanimate matter (rocks, water, etc.)
2. Super strength (Body Stat +3; Damage Value +30 for melee combat)
3. Transmute one inanimate object into another
4. Create duplicate copies of itself (not an illusion)
5. Turn 1 victim to stone
6. Cause paranoia in 1-10 people





Chapter 5: The Game Master's Section



Table 5-3: Type III Abilities (Roll of 6)

GROUP A (Roll of 1-2)

- 1: 1 Level in any "3-4 Points/Level" Attribute or Negaverse/Sub Attribute
- 2: Control the mind of 5-10 humans
- 3: Completely encase a target's body within an object
- 4: Fire or shoot large objects/weapons for great distances
- 5: Shapeshift any number of body parts into multiple forms
- 6: Use telekinesis to move large objects

GROUP B (Roll of 3-4)

- 1: Create large explosions that do great damage
- 2: Ignore or deflect 30 damage points from a Sailor *Senshi* Attack
- 3: Unlimited-range teleportation
- 4: Create believable illusions for 5-10 people
- 5: Place 6-10 people into a deep sleep
- 6: Regeneration of 20 Health Points each round

GROUP C (Roll of 5)

- 1: Paralyze 5-10 people
- 2: Control the mind of 11-20 animals
- 3: 3 Levels in Elemental or Emotional Control *Senshi*/Knight Sub-Attribute
- 4: Pull or shift others into different dimension and realms
- 5: Catch any thrown or fired weapon without receiving damage
- 6: Will become 2 separate servants if split into 2 parts

GROUP D (Roll of 6)

- 1: Modify attacks to mimic a Sailor *Senshi* Attack
- 2: Immunity to any single Sailor *Senshi* Attack
- 3: Deflect a Sailor *Senshi* Attack back upon the Scout
- 4: Will return to life after being destroyed
- 5: Assume the form of any inanimate object
- 6: Enter the dreams of others

Table 5-4: Servant Weaknesses (Roll of 4-6)

GROUP A (Roll of 1-2)

- 1: Double damage taken from water-based attacks
- 2: Double damage taken from fire-based attacks
- 3: Double damage taken from wind-based attacks
- 4: Double damage taken from earth-based attacks
- 5: Double damage taken from lightning-based attacks
- 6: Has an Achilles Heel (a hidden, but critical weakness)

GROUP B (Roll of 3-4)

- 1: Has half the regular number of Health Points
- 2: Has half the regular number of Energy Points
- 3: Body Stat is 3 points lower than normal
- 4: Mind Stat is 3 points lower than normal
- 5: Soul Stat is 3 points lower than normal
- 6: Attack and Defense Combat Values are 3 points lower than normal

GROUP C (Roll of 5)

- 1: Attack can be reflected by mirrors (attack is probably light-based)
- 2: No will to fight, or possesses great timidity
- 3: Dependency upon an object, person, or special condition for survival
- 4: Incredibly vain
- 5: Cannot work efficiently with other dark servants without arguing
- 6: "Evil side" struggles regularly with the servant's "Good side"

GROUP D (Roll of 6)

- 1: Extreme Phobia
- 2: Easily distracted by an object, event, person, or environmental condition
- 3: Need to "recharge" between actions, which prevents simultaneous attack
- 4: Movement is limited to within a certain defined area
- 5: Only in existence for a limited amount of time
- 6: Loss of one or all senses (taste, touch, sight, smell, and/or hearing)





Chapter 5: The Game Master's Section



Yoma Example — Polite Society (Episode #33, "Little Miss Manners")



Polite Society is a moderately powerful servant to Malachite, who possesses the Countess Rose in an attempt to discover the secret identity of Sailor Moon. The yoma always speaks in a "cultured voice", with elegance and correct grammatical usage. Polite Society can teleport, and shoots multiple streams of wax from the many shells on her body that can coat unfortunate victims and turn them into statues.

Body: 3

Health Points: 40

Attack Combat Value: 6

Damage: 30

Mind: 6

Energy Points: 50

Defense Combat Value: 4

Soul: 3

Abilities

Type I	Levitation
Type II	Can possess a human
Type II	Limited teleportation
Type III	Completely encases a target in wax
Type III	Possesses the Extra Attacks Attribute at Level 1

Weakness

Easily distracted by any form of impoliteness, including arguments, improper speech or grammar, etc. (Polite Society gets flustered and confused)

Cardian Example — Racy (Episode #45, "Cherry Blossom Time")

Racy is a very strong servant to Alan and Ann, who is sent to a public park to gather energy from the people gathered there to watch the cherry blossoms. When humans look into its eyes, Racy can trap them in a beam of light emitted from the ground which subsequently drains their energy. Additionally, Racy can assume human form, move at incredible speeds, meld into trees, trap humans within the trunks of trees, levitate, cause others to be pulled into another dimension, and fire cherry blossoms from her body with tremendous force. Unfortunately for Sailor Moon, Racy was immune to the effects of her Moon Tiara Magic attack and could only be destroyed after she powered up to the Moon Sceptre Elimination attack. Racy does not have a weakness.



Body: 11

Health Points: 90

Attack Combat Value: 9

Damage: 40

Mind: 3

Energy Points: 70

Defense Combat Value: 7

Soul: 4

Abilities

Type I	Can assume human form
Type I	Possesses the Energy Drain Negaverse/Dark Sub-Attribute at Level 1
Type I	Melds into trees
Type I	Levitation
Type I	Fires small cherry blossoms from its body over short distances
Type I	Possesses the Speed Attribute at Level 4 (counts as four Type I Abilities)
Type II	Paralyzes up to 4 people in light beams emitted from the ground
Type II	Encases most of a victim's body within a tree
Type III	Immune to Sailor Moon's Moon Tiara Magic attack
Type III	Opens up a portal into another dimension into which Serena is pulled



A stylized illustration of a character with spiky hair, wearing a white top with large circular cutouts and striped leggings, posing dramatically. The character is standing with one leg raised and arms outstretched. The background is a simple room with a desk and a framed picture.

Receives double damage from water-based attacks (such as Sailor Mercury's attacks)

Advice for the GM

1. Watch as many episodes of *Sailor Moon* that you can find. You can see them on television through local or national broadcasts, borrow them from a friend, or rent or purchase them from a video outlet. There is no better way to prepare for a *Sailor Moon* campaign than watching the Sailor Scouts in action. Even if you do not understand the Japanese language, you may consider renting or buying some of the later episodes of *Sailor Moon* (*Bishojo Senshi Sailor Moon* season 3-5) imported directly from Japan. Imported *Sailor Moon* laserdiscs and videos are available in specialized Japanese or anime stores and through many online mail-order companies. For a different look at the *Sailor Moon* series, you could also read the English language *manga* translations from Mixx Publications.
2. Encourage innovative thinking during character creation if your campaign is not based directly on the *Sailor Moon* series. By giving players the freedom to create, your game may move in unanticipated and exciting new directions. The only real boundaries placed on a character should be the player's imagination.
3. Make every character a main focus of the game, and give equal attention to all players. Balancing game time is often the most difficult challenge for GMs of all levels of experience. Talk with each player outside the game to ensure that he or she is satisfied with the character's involvement in the adventure. Unhappy players can quickly result in the demise of a campaign. If a player expresses some concern about the campaign, remember that the criticism is directed at the game and not at you as a person. Players will refuse to talk about their game concerns with a GM who cannot learn to accept criticism gracefully.
4. Do not turn combat into the primary focus of the game. When combat does erupt during the adventure, make it fast, exciting, and fun for all players. Combat should not occur too often, however, or it will take away from the other role-playing aspects of the game. Staging several big combats during each playing session can desensitize the players and turn them against physical conflict ("Oh great...yet another super-powerful *yoma* from the Negaverse. Sigh...I guess we better transform.")



Chapter 5: The Game Master's Section

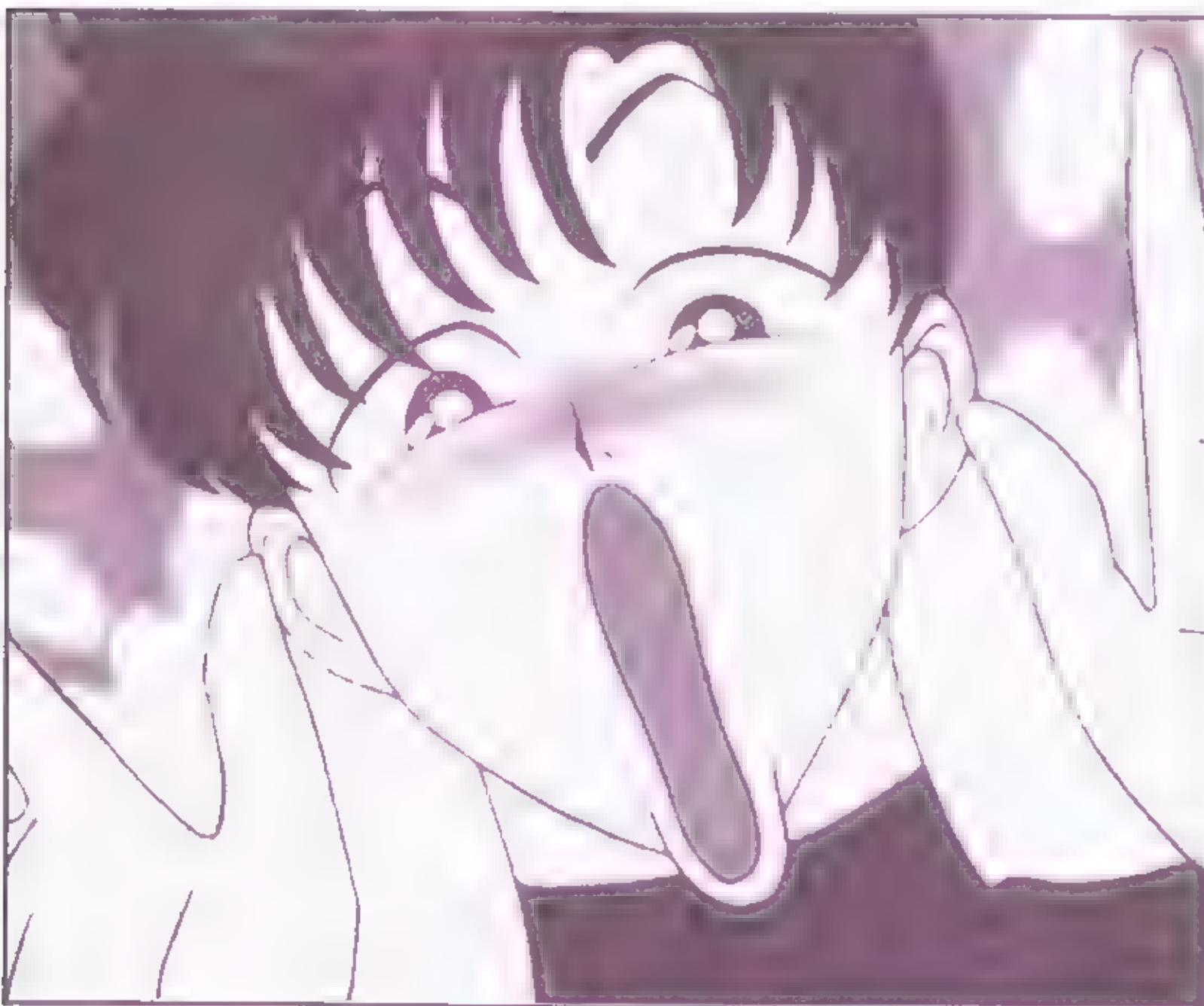


5. Keep dice rolling to a minimum. Quite simply, if a dice roll is not necessary or does not constructively add to the game, do not make the roll. You should feel comfortable making decisions about the direction of events during a session without the use of dice. See page 120 in *Chapter 3: Game Mechanics* for suggestions when dice rolls may or may not be necessary.

6. Give players latitude when it comes to using special effects for their *Sailor Moon* characters. Some examples include wind-blown hair, floating cherry blossoms surrounding the character, triple-take action shots, hanging sweat drops, cool musical soundtracks, super-deformed moments of frustration, blurred backgrounds during combat scenes, and countless others. These effects can inject humour into any game and certainly captures the spirit of the *Sailor Moon* series.

7. Use Character Defects to the benefit of the game. Though they are created to penalize the characters, defects should not also penalize the players by hindering their role-playing efforts. Be sure to map out how you plan to implement all Defects before play begins. Using them effectively will add excitement and paranoia to your game.

8. Downplay the abilities of unimportant NPCs. If an NPC is not a major character in the adventure, he or she should not outclass the player characters in Stats or Attributes. It is recommended that minor NPCs should have very few Health and Energy Points (15-25 points each) and have a limited number of talents. This guideline forces the unimportant NPCs into supporting or background roles (where they belong) and allows the major NPCs to capture the attention of the player characters. Supporting villains such as *yoma*, cardians, or droids are special NPCs that are quite powerful, but can usually be defeated in combat somehow.



9. Encourage your players to interact in-character even if you are busy role-playing with another player. To avoid disturbing others, the players may wish to leave the room to role-play in a hallway, outside, or in an adjacent room. While the players cannot take any actions that require your ruling or approval, they can certainly resolve a number of character issues (planning an attack, relaying information, discussing their recent dates, etc.) by just talking together. Naturally, players should only interact if their characters have the opportunity to talk freely within the events of the game. For example, characters cannot interact during combat or while they are unconscious.

10. Make each role-playing session relaxed and entertaining, but try to maintain a focus on the game. When friends get together to play a game, they can enjoy talking so much that they forget about the role-playing. It is your responsibility to gently nudge the players towards the game and help keep them focused. Scheduling a break or two during the game might alleviate some players' lack of concentration, and allows everyone to stretch their legs and grab some fresh air.

Other Guardians Of Order Anime RPGs

The Sailor Moon Role-Playing Game and Resource Book (Product #03-001) is the second anime RPG from Guardians Of Order that uses the Tri-Stat System. Our first game is the multi-genre anime RPG *Big Eyes, Small Mouth* (Product #02-001). Guardians Of Order plans to not only support these two lines with numerous supplements and related accessories, but also plans to publish other licensed anime RPGs based on popular shows. Since each anime RPG line will feature a custom version of the Tri-Stat System, it will be fully compatible with every other anime RPG line. For example, *Big Eyes, Small Mouth* contains a number of Character Attributes (including Magic, Psionics, Flunkies and Own A Big Robot) not detailed in *The Sailor Moon RPG* since they gave characters some advantages not represented in the first two seasons of the television series. However, if you wanted to diversify your characters' options, you could easily add such Character Attributes to your game. For example, Sailor Venus could own a 100-foot battle mech with the Own A Big Robot Attribute, or Darien could project his body into the astral plane with the Psionics Attribute. As Guardians Of Order releases additional anime RPG lines, the available material for each line grows considerably.

Look for other Guardians Of Order products in your local hobby or gaming store, e-mail us at mark@guardiansorder.on.ca, or visit our web page at <http://www.guardiansorder.on.ca>.

SAILOR MOON Chapter 6 SAILOR MOON

Sailor Moon Adventures





Chapter 6: Sailor Moon Adventures



This section is for Game Masters (GMs) only! Do not read this chapter if you are a player!

This chapter outlines two sample adventures for *The Sailor Moon RPG* — “Where’s Rini” and “The Children of Mercury”. The single-session (3-8 hour) adventure descriptions are subdivided into several sections:

Setting

Where and when the adventure takes place.

Characters

Suggestions about the type of characters that the players should create for the game.

Story Background

The important events that establishes the conflict presented in the story.

Important NPCs

The list of important background characters and antagonists the PCs will meet.

Character Goals

Possible actions that can lead the PCs to a successful resolution of the adventure.

Plot Elements

Notable events that may occur during the adventure, places the PCs may visit and roadblocks the PCs may be forced to overcome.

Campaign Expansion

Suggestions for expanding the adventure into a campaign or mini-campaign.

Where’s Rini?

Setting

It is December 1993 during the second season of the *Sailor Moon* series (*Bishojo Senshi Sailormoon R*), between Episodes #68 and #69. Sailor Moon has just recently purified the negative energy from the Four Sisters (Catzi, Bertie, Avery and Prizma), Rubeus was killed on his ship, and Emerald has arrived in the 20th century from the future Crystal Tokyo to capture Rini and the Imperium Silver Crystal. This adventure takes place in the wilderness on the edge of *Shikotsu-Toya* National Park, located on the southwestern portion of the island of *Hokkaido*. The characters are spending a week at a resort lodge rental, compliments of Catzi.

Characters

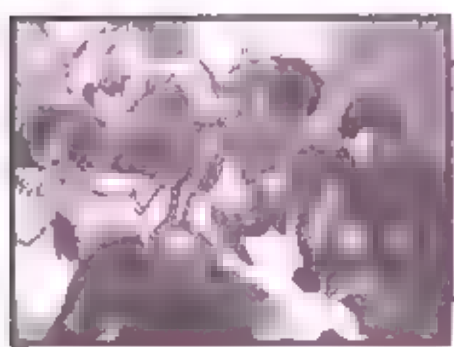
This adventure is for 3-6 players who will each assume the roll of one of the five Sailor Scouts or Tuxedo Mask. Players can use the character sheets from *Chapter 2: Character Creation* (pages 62-77), or create their own versions of the Sailor Scouts from 18 Stat Points and 20 Character Points. Sailor Moon and Tuxedo Mask should each have 30 Character Points.

Story Background

Catzi, one of the Four Sisters, formerly of the Negamoon family, decided to rent a wilderness resort on the edge of *Shikotsu-Toya* National Park after winning a lottery. Catzi will be hosting the weekend getaway for her three sisters, Rini, and the 3-6 player characters. A few days before the scheduled departure, Emerald secretly captured Catzi and filled her soul with dark energy, turning her back to the side of evil. Emerald told Catzi that she would set a trap for Rini and the Scouts near Lake *Shikotsu-ko* in the park. Catzi was also told not to act any differently than she had before in order to prevent the Scouts from becoming suspicious. With her dark powers returned and the element of surprise on her side, Catzi felt confident that Rini and the Imperium Silver Crystal would finally be captured.

This adventure can begin before leaving for the weekend, on the train ride to the lodge, or just as the characters arrive at the lodge.





Chapter 6: Sailor Moon Adventures



Important NPCs

Allies: Bertie, Prizma, Avery, and Rini will accompany the player characters on the weekend getaway, and perhaps even Darien. Few other people will be met on the vacation.

Enemies: Catzi is trying to lead Rini and the Scouts into Emerald's trap. Emerald will be waiting in the park for the Scouts with a number of droids that resemble wilderness creatures, including bears, wolves, giant eagles, etc.

See the sample character sheets on pages 86-91 of *Chapter 2: Character Creation* for NPC Stats, Attributes, and Defects.

Character Goals

1. Find Rini after she runs away from the lodge (see the Plot Elements section) and protect her from Emerald's droids.
2. Determine that Catzi has been reclaimed by the Negamoon family, and either repurify her soul or destroy her. The GM should relate subtle hints to the players that might indicate something is not "right" with Catzi.
3. Prevent Catzi from draining the energy from her sisters, which would make it easy to convert them back to servants of the Negamoon.
4. Destroy Emerald's animal droids and defeat Emerald herself by driving her back to Crystal Tokyo or vaporizing her.

Plot Elements

The direction of this adventure will depend greatly on the GM's creativity and role-playing ability. The points below serve as guidelines for the GM upon which he or she can expand the adventure. The key to the session should revolve around the dangers of the wilderness in winter and the search for Rini.

1. Shortly after arriving at the remote resort lodge at night, Rini will accidentally break Serena's camera. This should cause Serena to become angry at Rini, which prompts Rini to run into her room to sulk (locking the door behind her). Rini then escapes out the window and runs away into the wilderness to hide and cry. She hopes to worry Serena and the other Scouts, and force them to come searching for her. [Note: the player characters should be subtly discouraged from checking up on Rini before a few hours have passed].
2. After wandering in the wilderness for a couple of hours, Rini becomes lost, falls into a deep ravine, and is pinned beneath a chunk of ice.
3. Everyone decides to search for Rini, though Catzi is against calling for outside help. The player characters should pair up for the search, though it may be preferable to pair a PC with an NPC

(for example, Bertie and Amy), because the Sailor Scouts each have wrist communicators and can stay in contact with each other.

4. Each search team should encounter some danger from the environment that will force them into a confrontation with one or several of Emerald's droids. For example, one team could fall through thin ice on a snow-covered pond which will leave them open to attacks from wolf droids. Similarly, one team could be crossing a rope bridge spanning a gorge when they are attacked by giant eagle droids.

5. Catzi will secretly work with the droids to isolate her three sisters in an attempt to drain their energy and fill their souls with negative thoughts. Clever player characters may determine that Catzi is behind the attacks.

6. Eventually Emerald's droids will find the frightened Rini (before the Sailor Scouts do) and bring her to Emerald at Lake *Shikotsu-ko*. When Emerald restrains Rini, an energy beacon will shoot from Rini's forehead, alerting the Sailor Scouts to her location. The PCs will rendezvous at the lake for a final showdown against Emerald, Catzi, and the droids. If the players win, Rini will be rescued. If Emerald wins, Rini will remain captured and will be taken to Prince Diamond in Crystal Tokyo.

Campaign Expansion

In future campaign sessions, the Sailor Scouts will be forced to contend with any of the Four Sisters who were converted back into Negamoon servants. Unfortunately the secret identities of the Scouts are known to each sister, making it very difficult for Serena and her friends to live as "normal" schoolgirls. Additionally, if Rini is captured the Scouts must devise a plan to get her back. A campaign that begins with this adventure will probably deviate from the events portrayed in future episodes of the anime series.





Chapter 6: Sailor Moon Adventures



The Children Of Mercury

Setting

It is 30th century Crystal Tokyo, several years after the Negamoon family and Wiseman were destroyed. The damage to Crystal Tokyo has been completely repaired and city life has returned to normal. For this adventure, the GM can assume that Crystal Tokyo is very similar to its 20th century counterpart regarding customs, commerce and leisure activities — people still attend school, go shopping, have careers and go for walks in the park. Additionally, with this alternate universe Crystal Tokyo, all the Inner and Outer *Senshi* are still active, though they do not all appear in the adventure.

Characters

This adventure is for 3-8 players who will be creating male or female children of Amy Anderson (Sailor Mercury) and Greg Urawa. Amy and Greg were married eighteen years earlier,

shortly after Neo-Queen Serenity revived the entire planet from its thousand-year dormancy. The PCs can range from 10-17 years of age, and are created from 15 Stat Points and 15 Character Points (they are inexperienced characters). All characters should possess at least one Level in the *Senshi*/Knight Powers Attribute, though they have not yet undergone their first transformation. The characters do not have any information concerning their alternative identity as Sailor Scouts or Knights (including Elements or Emotions of Influence), which requires the players to separate their knowledge from that of their characters. Note that players should not yet choose names for their characters' Sailor Scout or Knight identities before play begins, since this will occur during the adventure.

Story Background

After the death of Queen Beryl and the Negaforce, the Negaverse was thrown into a state of chaos, with many powerful creatures competing to be the new ruler. When the Doom Phantom/Wiseman and the Dark Crystal were destroyed nearly a year later by the Sailor Scouts (Episode #81, "Final Battle") a





Chapter 6: Sailor Moon Adventures



great burst of negative energy ripped across the Negaverse. The energy surge rocked the dark palace, and revived the warrior Jedite from the “eternal sleep” under which he was placed by Queen Beryl. Jedite spent the next thousand years establishing his dominance in the Negaverse, rebuilding a great army of *yoma* that would one day seek revenge on the Earth. Jedite’s central source of power was a small crystal shard he recovered from Queen Beryl’s shattered crystal ball. Jedite infused the shard with centuries of negative energy until it had grown to over three feet in length. By the late 30th century, Jedite had finally gathered sufficient energy to open a small portal between the Negaverse and the Earth. His target: Crystal Tokyo and the Sailor Scouts.

Meanwhile, Crystal Tokyo had enjoyed peace and prosperity for nearly twenty years. Several years before the adventure begins, Neo-Queen Serenity approached Sailor Pluto and asked for help in establishing the foundations of a new Silver Millennium. Using the power of the Imperium Silver Crystal and Sailor Pluto’s knowledge of Time and Space, Neo-Queen Serenity constructed plans for a teleportation room that could reach the furthest corners of the universe. The Queen envisioned a device that could transport diplomatic envoys from the Earth to planets across the universe, creating an alliance between thousands of worlds. Additionally, the device would allow the growing population of Earth to expand beyond the solar system to unpopulated planets capable of supporting life. Neo-Queen Serenity planned to allow the children of the other Sailor Scouts to eventually take one of these planets as their transformation namesake. Only after the children were appointed Prince or Princess of a new planet would they be given their customized transformation wands. For several years, both Neo-Queen Serenity and Sailor Pluto worked long hours to complete the Chamber of Time and Space — a large, dimly-lit room that could display any location in the universe upon a giant screen. The chamber had the power to magically transport people and objects in the room to other planets, and back again.

It was just days before Sailor Pluto completed the final adjustments on the chamber when Jedite and his *yoma* servants broke free from the Negaverse and arrived in Crystal Tokyo. When Jedite’s advance spies informed him of the existence of the Chamber of Time and Space, the new King of the Negaverse changed his plans from mere revenge upon the Sailor Scouts and the Earth to conquest of the entire universe. To distract the Sailor Scouts from his true goal, Jedite took over Crystal Tokyo’s central water purification plant and used his crystal shard to poison the city’s water supply with negative energy. Within 24 hours, every living creature that drank water from the city supply would be filled with the Negaverse taint and begin fighting amongst themselves. All that Jedite would then have to do is invade the Chamber of Time and Space, and the universe would be his.

At least, that was the plan...



Important NPCs

Allies: Neo-Queen Serenity, the four Inner *Senshi* (Sailor Mercury, Sailor Mars, Sailor Jupiter, and Sailor Venus) and Sailor Pluto are currently in Crystal Tokyo. However, only Sailor Mercury and Sailor Pluto should make an appearance in this adventure. King Darien and Princess Rini are in Europe on a diplomatic visit, Sailor Saturn has not been seen in years, and Sailor Neptune and Sailor Uranus are vacationing in Hawaii. The PCs’ father, Greg Urawa and Sailor Neptune’s seven-year-old daughter, Puroko, will also make an appearance. Puroko is currently staying with Lita Makoto (Sailor Jupiter) while her mother is away.

Enemies: Jedite has become more powerful since reawakening in the 20th century. He has brought two different groups of *yoma* with him to Crystal Tokyo — dozens of *yoma* workers (low-powered) and just a few *yoma* spies (medium-powered).



Chapter 6: Sailor Moon Adventures



See the sample character sheets on pages 62-79 of *Chapter 2: Character Creation* for NPC Stats, Attributes, and Defects. Jedite should be awarded one extra Level in the Negaverse Powers Attribute (now Level 3) to reflect his new talents. The abilities of his *yoma* can be created randomly by using the rules on page 154 of *Chapter 5: The Game Master's Section*.

Character Goals

1. Visit Sailor Pluto at the Chamber of Time and Space. The characters must use the display screen to scan a selection of planets and select one as their namesake (Sailor <Planet Name>, for example). At this time the players should pick any real or imaginary planet beyond the solar system for their characters' names. The planet chosen will also be the world each character will rule in the future as Prince or Princess. After the PCs have all chosen their planets, they will each be given a transformation wand (for Sailor Scouts) or a specialized weapon (for Knights) by cat guardian Luna, or by the PCs' animal guardians (if applicable). Total playing time spent visiting the chamber should be no more than 15 minutes, representing about 5 hours of game time for the characters.
2. Determine that the city's water supply is poisoning the emotions of the citizens of Crystal Tokyo. The PCs should also reach the conclusion that the Sailor Scouts whose Elements of Influence is "water", and their offspring, are not affected (including Sailor Mercury, the PCs, and Sailor Neptune's daughter, Puroko).
3. Fight and destroy several *yoma* workers that have been sent to eliminate Sailor Pluto at the Chamber of Time and Space. Sailor Pluto will be unable to attack the *yoma* since her energy reserves have been used in the final adjustments of the teleportation device. One *yoma* will be sent for every 2 player characters participating in the adventure.
4. Investigate the water purification plant to determine what is poisoning the city's water supply. They must fight Jedite and his *yoma* spies (one *yoma* for every 2 player characters). To defeat Jedite, two or more characters will probably need to combine their attacks (using the Combined Attacks Sub-Attribute). Destruction of the crystal shard that always floats above Jedite will greatly reduce his power.

Plot Elements

The outline for this adventure is very flexible, leaving room for GMs to improvise plot events and include plenty of character interactions. Some suggested plot events are listed below:

1. In the morning before school, Amy cooks breakfast for her children. However, she is a little upset because of an earlier

argument with Greg (whose emotions were suffering from the negative energies in the drinking water). Amy reminds the PCs that they are excused from afternoon classes to visit Sailor Pluto in the Chamber of Time and Space after lunch.

2. The player characters attend morning classes at Crystal Tokyo Private School. Other school children and teachers are irritable and edgy, since they are all poisoned by the negative energies in the water. By lunch time the school will be in a state of chaos, with people screaming and fighting all over school. The only other person not affected by the water is Sailor Neptune's young daughter, Puroko, who is always getting caught in the middle of fights.
3. All the PCs have wrist communicators with which they can contact their mother. However, Amy cannot offer her children much assistance because she is trying to break up the fights that have erupted between Neo-Queen Serenity, Sailor Mars, Sailor Jupiter, and Sailor Venus.
4. A secondary effect of the tainted water is that it makes people and animals very thirsty, encouraging them to drink more water and thus consume more negative energy. Across the city, citizens and their pets will be searching for water from grocery stores, public fountains, swimming pools, vending machines, and even fire hydrants. The people should clearly show a preference for water from the city's central supply (the tainted water) over water from natural rivers and lakes. These acts of desperation should point the PCs to the city's water supply at the purification plant.
5. Jedite will send 1-4 *yoma* workers to eliminate Sailor Pluto (1 *yoma* for every 2 player characters) after the Sailor Scout has depleted her energy reserves. This occurs after the PCs have already visited the chamber. The PCs should be given the opportunity to see the *yoma* invade the Chamber so they can come to Sailor Pluto's rescue.
6. The players should discover that Jedite is hiding at the water purification plant with 1-4 *yoma* spies. During the final battle, Jedite will take the time to reveal his entire plot to the player characters, whether they have figured it out or not. After all...it is part of being an Evil Villain!

Campaign Expansions

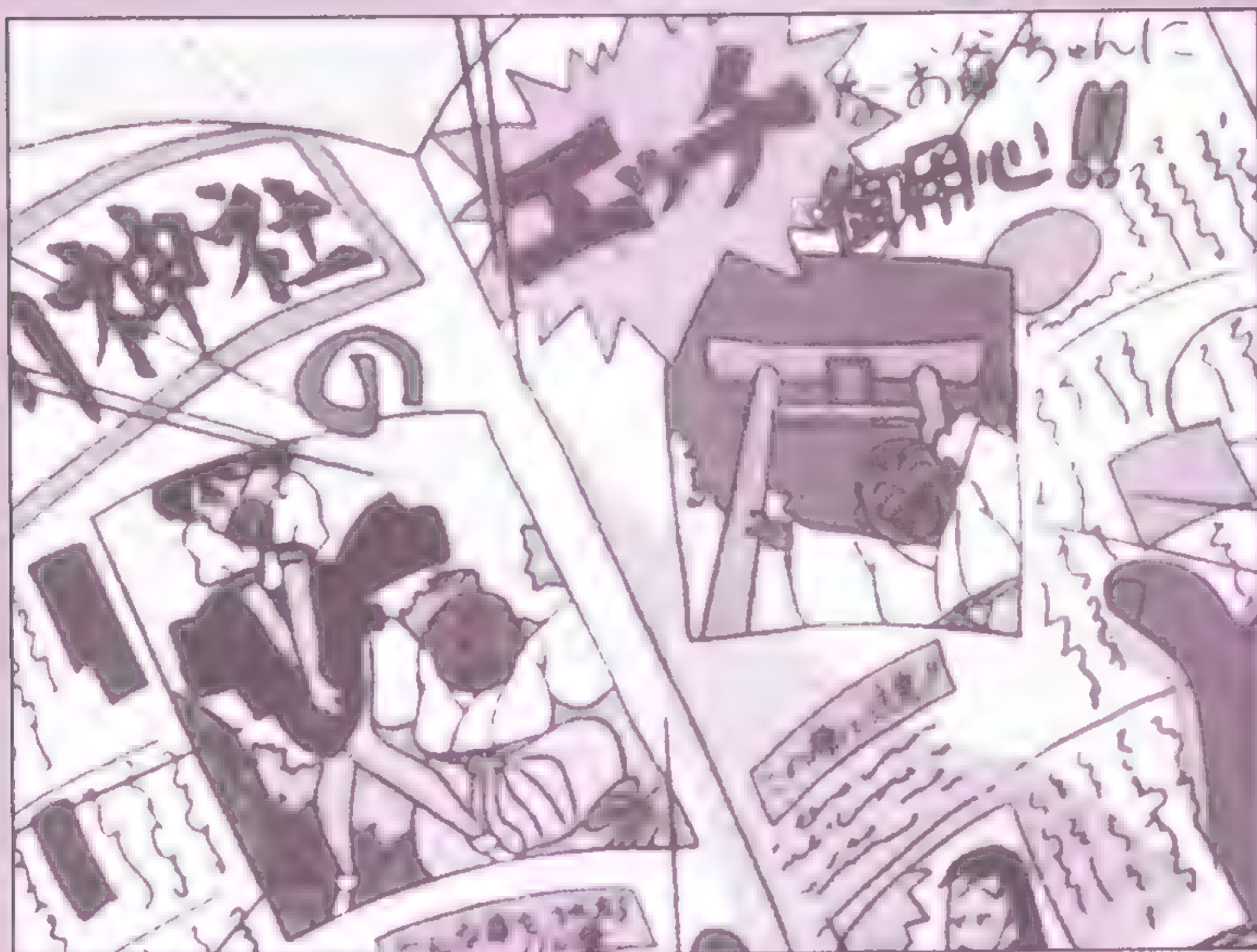
This adventure can be expanded into a campaign by building on one or more of the plot elements presented, including the status of the new Negaverse, the characters' new lives as Sailor Scouts or Knights, or the possible uses of the Chamber of Time and Space. The other Sailor Scouts can also play more prominent roles in a campaign by serving as mentors to the new generations of sailor-suited Champions of Justice.

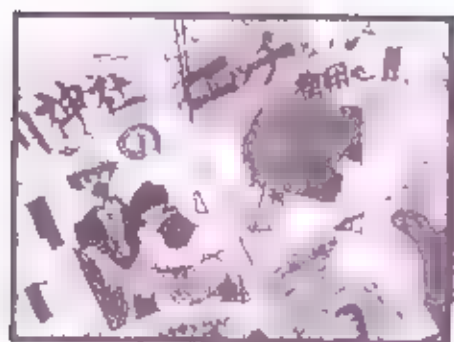
The logo for the anime series "Sailor Moon". It features the words "SAILOR MOON" in a stylized, outlined font. A large, white crescent moon is positioned behind the word "MOON", partially overlapping it. The entire logo is set against a light purple background.

Chapter 7

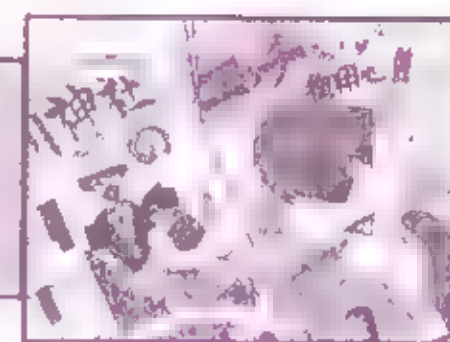
The logo for the anime series "Sailor Moon". It features the words "SAILOR MOON" in a stylized, outlined font. A large, white crescent moon is positioned behind the word "MOON", partially overlapping it. The entire logo is set against a light blue background.

Resources and References





Chapter 7: Resources and References



Episode Summaries and Important Notes

Note: Three titles are given for each episode — the North American English title, the romanization of the original Japanese title, and the translation of the original Japanese title. Episodes skipped in the North American series are listed in chronological order, and use the original Japanese character names.

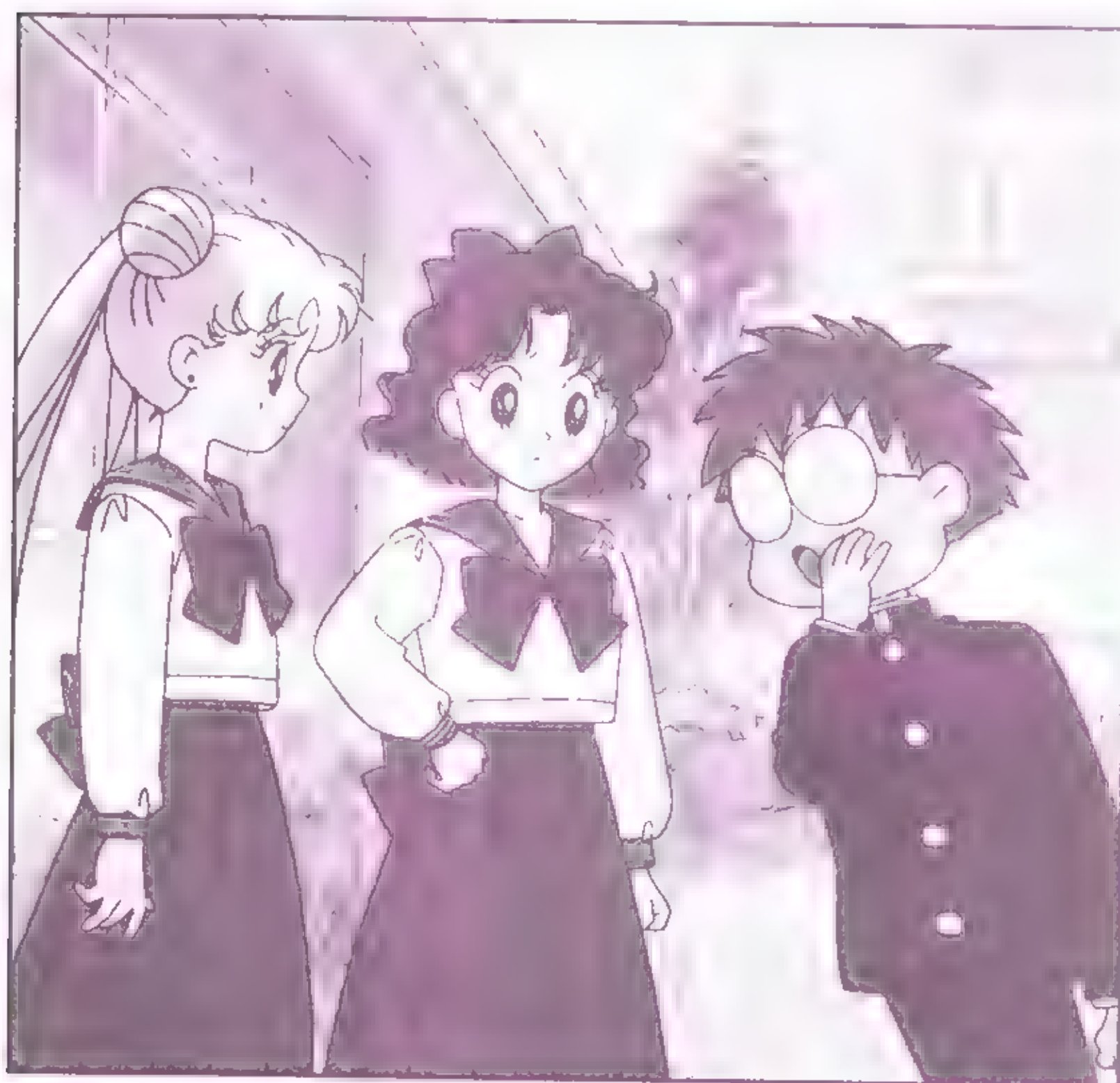
Episode #1 — A Moon Star is Born

Nakimushi Usagi no karei naru henshin!

[The Crybaby Usagi's Splendid Transformation!]

The premiere episode of the television series introduces a thirteen-year-old student named Serena, who attends Crossroads Junior High School. Serena's life changes forever when she meets Luna the talking cat, and discovers she can transform into the sailor-suited Champion of Justice, Sailor Moon. Sailor Moon's first duty involves rescuing her friend, Molly, from an attack by an evil yoma from the Negaverse. Although she is initially unsure of her abilities, Sailor Moon rises to the challenge with help from Luna and a mysterious stranger known as Tuxedo Mask.

Important Notes: The following characters first appear: Serena Tsukino, Serena's family, Luna, Ms. Patricia Haruna, Molly Baker, Melvin Umino, Queen Beryl, Jedite, Darien Shields, Sailor Moon, and Tuxedo Mask. Moon Prism Power (transformation) and Moon Tiara Magic (attack) are first used.



[Skipped Japanese Episode #2]

Oshiokiyo! Uranai house ha yoma no yakata!

[I'll Punish You! The Fortune House is a Yoma's Mansion!]

When Umino expresses his affection for Usagi to Naru, Naru suggests that he ask the new fortune teller in Tokyo for some advice. Unfortunately for Umino, the fortune teller is actually one of Jadeite's yoma in disguise. The yoma possesses Umino's thoughts and convinces him to act out his every desire, which includes flipping up Ms. Sakurada's skirt and insulting the teachers. Other students are possessed by the yoma as well, allowing Jadeite to collect the energies from the rebellious youths. Before the students start a riot in the city, however, Sailor Moon arrives and vaporizes the yoma with her tiara. The next day, neither Umino nor the other students remember what they had done while possessed.



Episode #2 — Talk Radio

Nazono nemuribyou, mamore otomemo koisuru kokoro!

[The Mysterious Sleeping Disease, Protect the Young Girl's Loving Heart!]

To gather more human energy for the Negaverse, warrior Jedite hosts a late-night radio talk show called "The Love Line". Those who have their love letter read on the air are sent a beautiful, but dangerous flower that drains love energy from its victim and channels it back to the Negaverse. After Ms. Haruna and Molly are drained of their energy, Sailor Moon teams up with Luna to expose Jedite's evil plot and shut down his operation.

Important Notes: Andrew Furuhashi first appears, Serena is given the Luna Pen, Serena first uses her Disguise Power.

Episode #3 — Slim City

Usagi ga oshiemasu! Slim ni naruhou!

[Usagi Will Teach You! The Way to Get Slim!]

Serena grows concerned about her weight and foolishly plans to remain thin by starving herself and working out at the local fitness centre. At the same time, Jedite realizes the incredible amount of energy humans expend on their fitness

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activities, and unleashes a plan to capture that energy for the Negaverse. When Serena discovers that the fitness centre's "relaxation pods" are actually Jedite's energy-draining Negaverse chambers, she transforms into Sailor Moon and once again foils Jedite's evil plot.

[Skipped Japanese Episode #5]

Yoma no kaori! Shaneera ha aiwo nusumu!

[The Demonic Scent! Shaneera Steals Love!]

Usagi awakens one morning to discover her brother, Shingo, cringing in fear at the sight of Luna. Usagi remembers that Shingo has been afraid of cats since he was a little baby, because a cat bit him on the nose. Shingo is against Serena keeping Luna as a pet, but Usagi is insistent. Later in the day, Shingo and a friend visit a pet shop to see the cut new animals called Shaneera. The Shaneera are actually creatures from the Negaverse, however, and one convinces Shingo through hypnosis to bring it home. Usagi decides to check out the pet shop as well, and soon succumbs to the Shaneera's hypnotism. Fortunately, Luna knocks the Shaneera from Usagi's hands, which returns Usagi to her senses. Usagi visits the pet shop again as Sailor Moon to confront the owner (one of Jadeite's *yoma*), but is attacked by all the hypnotized children...including Shingo. Sailor Moon uses her tiara to sprinkle dust over the children, breaking the hypnosis and returning them to normal. After Sailor Moon destroys the *yoma*, she is approached by Shingo who believes that she is actually Sailor V. Shingo asks for her autograph and, at Sailor Moon's request, agrees to be kind to Luna from now on.

Important Notes: Sailor Moon changes her tiara attack to Moon Tiara Stardust for the only time during the series.

[Skipped Japanese Episode #6]

Mamore koino melody! Usagi ha cupid!

[Protect the Song of Love! Usagi Plays Cupid!]

Jadeite reveals to Queen Beryl his new plan for gathering energy: subliminal music can be placed on audio recordings that will magically steal energy from humans. Jadeite sends a *yoma* to copy the subliminal music at a recording studio, but the tape accidentally ends up in the hands of the recording artist, Yusuke. He is soon attacked by the *yoma*, and while running away, he accidentally bumps into Usagi. After he tells Usagi about how he was chased by a monster, Yusuke begins his work at a nightclub. Usagi suspects that the Negaverse is behind the attack and enters the club after using the Luna Pen to disguise herself as a musician. After Yusuke leaves the club, the *yoma* attacks him once again and repossesses the subliminal tape recording. Before the evil music could be duplicated at the recording studio, Sailor Moon arrives and vaporizes the *yoma*.

Episode #4 — So You Want to be a Superstar

Usagi hansei! Star no michiha kibishii!

[Usagi's Reconsideration! The Road to Stardom is Difficult!]

Serena and Molly decide to compete in a talent contest sponsored by the popular idol, Saffron. The two friends cannot get their act together, so Melvin disguises himself as a young girl to be Molly's partner. Serena and Luna soon learn that the event is actually one of Jedite's traps to gather more human energy for the Negaverse. Sailor Moon arrives on the scene to vanquish the *yoma* that is disguised as Saffron, and to help rescue her friends from Jedite's trap.

Episode #5 — Computer School Blues

Tensai shojoha yoma nano? Kyoufuno sennoujuku!

[Is the Genius Girl a Yoma? The Scary Brain-Washing Cram School!]

A new student, the thirteen-year-old super-genius named Amy Anderson, transfers to Crossroads Junior High and quickly forms a friendship with Serena. Luna suspects that Amy may be an agent of the Negaverse, however, when a computer disc that Amy drops is discovered to contain evil messages. When Amy's computer cram school is attacked by a Negaverse *yoma* disguised as the teacher, it becomes clear that Amy is not an ally of evil but rather the Champion of Justice, Sailor Mercury. Sailor Mercury and Sailor Moon team up to vanquish the *yoma* and stop Jedite from draining the students' energies.

Important Notes: Amy Anderson/Sailor Mercury first appears. Mercury Power (transformation) and Mercury Bubbles Blast (attack) are first used.

Episode #6 — Time Bomb

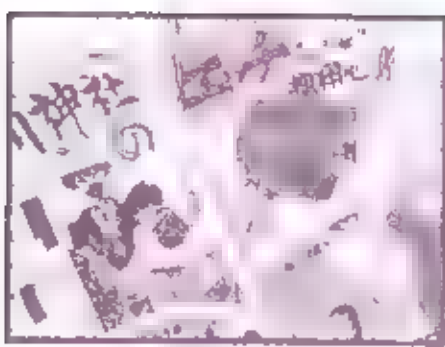
Usagi no sainan! Awate dokeini goyoujin!

[Usagi's Misfortune! Beware of the Rushing Clock!]

Jedite attempts to drain humans of their energy by setting an evil charm upon Tokyo's alarm clocks, which causes everyone to rush around the city frantically. Amy avoids the charm and retains her ability to reason, although Serena is not as fortunate. Sailor Moon and Sailor Mercury enter a time portal to destroy the Negaverse *yoma* responsible for maintaining the evil charm.

Important Notes: Amy/Sailor Mercury is given a miniature pocket computer and VR goggles.





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Episode #7 — An Uncharmed Life

Norowareta Bus! Honoo no senshi Mars toujou!

[The Cursed Bus! The Warrior of Flames Mars Appears!]

Serena and Amy suspect that the Negaverse is responsible for the disappearance of bus loads of tourists departing from the sacred temple on Cherry Hill. Serena and Amy visit the temple to investigate, meeting a young Shinto priestess named Raye. Raye's fire-reading power reveals that the temple worker, Jed, is behind the kidnappings (it is actually Jedite in disguise). When Sailor Moon and Sailor Mercury attempt to rescue the innocent victims trapped by the Negaverse, Raye learns of her true identity as the Champion of Justice, Sailor Mars. The three Sailor Scouts work together to defeat Jedite's *yoma* and stop the Negaverse from harvesting the humans' energies.

Important Notes: Grandpa Hino, and Raye Hino/Sailor Mars first appear. Mars Power (transformation) and Mars Fire Ignite (attack) are first used.



With Tuxedo Mask's help, the three Scouts destroy the *yoma* and rescue the captives.

Important Notes: Sailor Mars first uses Mars Fireballs Charge, and the combining of Sailor Scout attacks (Moon Tiara Magic and Mars Fire Ignite) is first shown.

Episode #9 — Cruise Blues

Watashi datte karega hoshii! Goukasen no wana!

[I Want a Boyfriend, Too! Trap of Cruise Ship!]

Jedite and one of his *yoma* host a dream vacation boat cruise to drain the love energies from the passengers. Raye uses the pair of tickets she wins to invite Amy on the cruise, while Serena, using the Luna Pen, disguises herself as a photographer and sneaks aboard the ship. When the Sailor Scouts discover Jedite's evil plans, they destroy the *yoma* and rescue the passengers.

Episode #10 — Fight to the Finish

Onnanokoha danketsuyo! Jadeite no saigo!

[The Girls are in Unison! The End of Jadeite!]

After failing Queen Beryl numerous times, Jedite is given one final chance to gather energy for the Negaverse. Jedite projects his image over the city and challenges the Sailor Scouts to a battle, hoping that he will finally be able to destroy them. When the Scouts arrive at the airport, Jedite chases them with airplanes that are under his magical control. Sailor Mars places a charm on Jedite, however, which causes the planes to reverse their course and follow him. When Jedite returns to the Negaverse defeated once again, Queen Beryl shows no mercy and places him into an "Eternal Sleep". Command of the energy-gathering operation is turned over to Nephrite.

Important Notes: Jedite is decommissioned by Queen Beryl. Nephrite first appears.

Episode #11 — Match Point for Sailor Moon

Aratanaru kyouteki, Nephrite mano monshou!

[A New Formidable Enemy, the Evil Coat of Arms Nephrite!]

Nephrite explains to Queen Beryl how he plans to harvest energy from individual humans. Posing as millionaire Maxfield Stanton, Nephrite places a *yoma* into a tennis racquet owned by Molly Baker's friend, Katie. The *yoma* fills Katie with negative energy, growing in strength from the girl's obsession with tennis. Once Katie's energy has reached its peak, the *yoma* is released from the racket. Sailor Moon arrives on the scene just in time, and with Tuxedo Mask's help they defeat the *yoma*.

Important Notes: Zoicyte first appears.

Episode #12 — An Unnatural Phenomena

Usagi aseru! Rei-chan hatsu date!

[Usagi Upset! Rei-chan's First Date!]

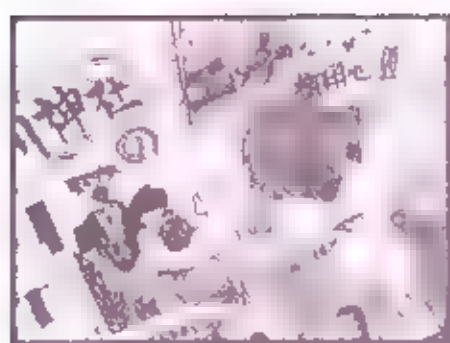
Raye corners Darien and forces him to take her on a date in the park. Meanwhile, Nephrite has chosen the park's gardener to be the next energy source for the Negaverse. The park animals

Episode #8 — Nightmare in Dreamland

Usagi to Rei taiketsu? Yume Land no Akumu!

[Usagi and Rei Face Off? The Nightmare of Dream Land!]

Serena, Amy and Raye investigate a local amusement park named Dreamland, from where people have been disappearing. The Sailor Scouts soon discover that one of Jedite's *yoma* has been feeding poisoned cake and candy to the visitors, which places them into a deep sleep. Once the victims are unconscious, Jedite drains their energies and channels it back to the Negaverse.



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run wild and attack people while under the control of the *yoma* that is feeding from the gardener's energy. Raye leaves Darien and meets up with Serena and Amy. The three transform into Sailor Scouts, destroy the *yoma*, and rescue the gardener.

Episode #13 — Wedding Day Blues

Junpaku dress no yume! Usagi hanayome ni naru!

[Pure White Dress Dream! Usagi Becomes a Bride!]

Still intent on gathering energy for the Negaverse, Nephrite sets his sights on Serena's home economics teacher, Miss Lambert. Nephrite infuses a *yoma* into the material that Miss Lambert uses to make her wedding dress before she enters the dress into a sewing contest. Raye and Serena want to enter the contest as well, but Serena cheats by using the Luna Pen to create her wedding dress. During the contest, the *yoma* is released from Miss Lambert's dress. The Scouts arrive on the scene to destroy the Negaverse servant and to stop Nephrite from gathering any more energy.

Episode #14 — Shutter Bugged

Model ha Usagi? Yoma camera no nessha!

[Usagi is a Model? Focus of Demon Camera!]

Peter Fisher, a student at Raye's school, is an award winning photography student. Peter holds a modelling contest that Serena is determined to win, though she receives little encouragement from Darien. When she arrives, Serena discovers that Peter's camera has been possessed by one of Nephrite's *yoma*. Sailor Mars, Sailor Mercury, and Luna are all captured, forcing Sailor Moon to destroy the *yoma* and save her friends by herself.

Important Notes: The Sailor Scouts get their communicators.

Episode #15 — Dangerous Dollies

Shingo no junjyou! Kanashimi no France ningyou!

[Shingo's Love! Sorrow French Doll!]

Nephrite learns from the stars that his next victim should be a doll designer named Mika, who happens to be Sammy Tsukino's girlfriend. Sammy accidentally breaks one of Mika's dolls, but she refuses to listen to his apology while she is under the influence of the Negaverse. When Serena takes Sammy to a doll fair to help him make up with his girlfriend, the *yoma* is released from Mika's doll. Tuxedo Mask helps the Sailor Scouts destroy the dark servant and reunite Sammy with Mika.

Episode #16 — Who is that Masked Man?

Usagi kangeki! Tuxedo Kamen no love letter!

[Usagi's so Happy! Tuxedo Kamen's Love Letter!]

Nephrite plans to trap Sailor Moon by luring her into the open under the guise of Tuxedo Mask. Nephrite's plans go awry, however, when he mistakes Molly for Sailor Moon. When the real Sailor Moon arrives to rescue Molly, Nephrite summons a

yoma and launches an attack. Tuxedo Mask arrives on the scene and foils Nephrite's plans, escaping with Sailor Moon.

Important Notes: Darien's transformation into Tuxedo Mask is shown for the first time.

[Skipped Japanese Episode #20]

Natsuyo Umiyo Seishunyo! Omakeni yuureimoyo!

[Summer, Ocean, Youth! Also a ghost!]

Usagi, Ami and Rei make reservations at a private beach resort where they plan to practice their Sailor Scout techniques and enjoy their summer break. Usagi is quite upset when she discovers that the beach resort is actually an old mansion on a cliff, staffed by an odd assortment of workers. The proprietor of the house is a stern-looking, older man who watches over his young daughter, Sakiko. It is soon revealed that a spirit is haunting the house, although Rei's intuition tells her it is not a Negaverse *yoma*. When Usagi, Ami and Rei learn that Sakiko's father is using hypnosis to evoke a powerful spirit from within Sakiko, they transform into the Sailor Scouts and prepare for battle. The spirit proves to be too powerful for their *Senshi* attacks, but fortunately Sakiko uses her special ability to vaporize it. With the immediate threat gone, the Sailor Scouts continue to enjoy their vacation at the mansion.

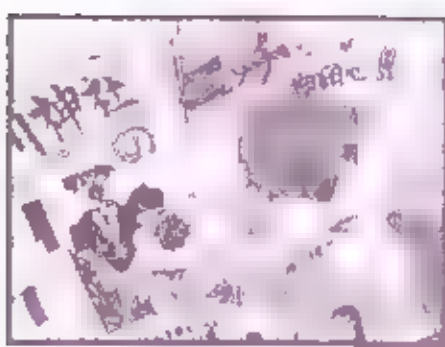


Episode #17 — An Animated Mess

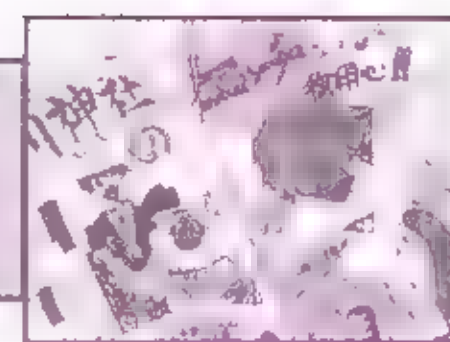
Kodomotachino yumemamore! Anime ni musubu yuujuu!

[Protect the Dreams of Children! The Friendship Bound in Anime!]

Ami finds some animation cells for the next *Sailor V* movie that belong to an animation artist named Lori. Lori's pencil had been infused with two of Nephrite's *yoma* earlier, which feed on her passionate energy for drawing. Eventually, the *yoma* twins are released from the pencil and confront the Sailor Scouts. The *yoma* are immune to attacks from Sailor Mars and Sailor Mercury, requiring the Scouts to combine their attacks to defeat the dark servants.



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Episode #18 — Worth a Princess's Ransom

Gekkano romance! Usagi no hatsu kiss!

[Romance Under Moon! Usagi's First Kiss!]

Queen Beryl instructs Nephrite to begin searching for a powerful magical item, known as the Imperium Silver Crystal. She believes it may be owned by the Princess Diamond, whose royal family has just arrived in Tokyo. Luna suspects that Princess Diamond may be the Moon Princess for whom the Scouts have been searching, and sends Serena, Amy, and Raye to investigate. Nephrite possesses the Princess, and tries to steal the family's royal crystal. The Scouts and Tuxedo Mask rescue Princess Diamond from Nephrite, but discover that she is not the Moon Princess, nor is the gem the Imperium Silver Crystal.

Important Notes: Malachite first appears.

Episode #19 — Molly's Folly

Nagareboshini negaiwo! Naru-chan no junai!

[Wishing on a Shooting Star! Naru-chan's Pure Love!]

Nephrite creates the Star Crystal to help him find the Imperium Silver Crystal, while his rival, Zoicite, sends a yoma to keep an eye on him. Serena tries to convince Molly that Maxfield Stanton is not a guy with whom she should be getting involved, but Molly finds it too difficult to follow her advice. When Nephrite asks Molly if she has seen the Imperium Silver Crystal, Molly gives him a valuable gem from her mother's store. Zoicite's yoma attacks Nephrite when it sees the crystal, and would have killed Molly had Nephrite not saved her life. The Sailor Scouts destroy the yoma, and Serena attempts to destroy Nephrite with her tiara, but Molly stands in its path to protect Nephrite.

Important Notes: Serena first demonstrates the ability to halt her Moon Tiara Magic attack in midflight.

Episode #20 — A Friend in Wolf's Clothing

Naru-chan goukyuu! Nephrite ainoshi!

[Naru-chan's Tears! Death of Nephrite for Love!]

Knowing that Sailor Moon is somehow connected with Molly, Nephrite executes a plan that reveals her secret identity. Meanwhile, Molly is kidnapped by Zoicite's yoma in order to draw Nephrite into a trap. Nephrite realizes that he truly cares for Molly and comes to her rescue, only to be killed later in a surprise attack. The Sailor Scouts arrive in time to destroy Zoicite's yoma, but can do nothing to save Nephrite. Zoicite escapes with the Star Crystal as Molly is left devastated by Nephrite's death.

Important Notes: Nephrite is killed by Zoicite's yoma.

Episode #21 — Jupiter Comes Thundering In

Koisuru kairiki shojo, Jupiter-chan!

[Power Girl in Love, Jupiter-chan!]

Queen Beryl sends Zoicite to retrieve the seven Rainbow Crystals trapped in different human hosts, in order to release the

seven Shadow Warriors of the Negaverse. Meanwhile, Serena makes friends with Lita, a new student at Crossroads Junior High, who is also an amazing cook. Later in the day, Lita and another student, Game Machine Joe, are attacked by Zoicite. Joe turns into a Shadow Warrior when Zoicite pulls the first Rainbow Crystal out of his body. When the Sailor Scouts arrive to battle the yoma, Luna recognizes Lita as Sailor Jupiter and tells her how to transform. Luna also gives Serena the Crescent Moon Wand to purge the yoma from Joe's body and turn him back into a human.

Important Notes: Lita Kino/Sailor Jupiter and the Negaforce first appear. Jupiter Power (transformation), Jupiter Thunder Crash (attack) and Moon Healing Activation (attack) are first used. Sailor Moon is given the Crescent Moon Wand.



Episode #22 — The Power of Friendship

Naru-chan ni egaowo! Usagi no yuijou!

[Smile, Naru-chan! Usagi's Friendship!]

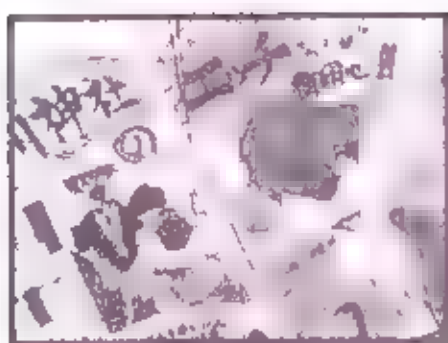
Serena, Molly, and Melvin go for a walk to try and get Molly's mind off of Nephrite's death. During their trip Molly speaks to a priest to see if he can help her deal with her loss. Their discussion is cut short by Zoicite, who has identified the priest as the second Rainbow Crystal carrier. The priest becomes a yoma when his Crystal is taken, forcing Sailor Moon and Sailor Jupiter to confront him. Tuxedo Mask, who has been commanded in his dreams by a mysterious stranger to also find the Rainbow Crystals, arrives to battle Zoicite for the second Crystal. The Priest is eventually healed by Sailor Moon, but Zoicite escapes capture. Tuxedo Mask also disappears, leaving behind a mysterious Star Locket that Serena finds on the grass.

Episode #23 — Mercury's Mental Match

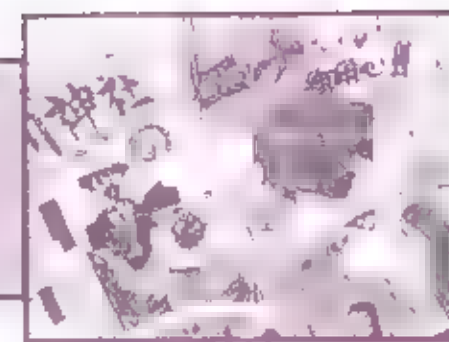
Ami-chan he no koi!? Mirai yochi no shonen!

[Love for Ami-chan?! A Boy Who Sees the Future!]

Zoicite learns that the next Rainbow Crystal carrier is a boy named Greg, who just transferred to Amy's class. Greg befriends Amy and tells her that he can predict the future, and knows that



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she is Sailor Mercury. Greg begs Sailor Mercury to destroy him, knowing that Zoycite will extract his crystal and turn him into a *yoma*. When Greg's predictions come true, the Sailor Scouts arrive to restore his humanity. Unfortunately, Greg must then say goodbye to Amy when his father is transferred to another city.

Episode #24 — An Artful Attack

Koino irasuto, Usagi to Mamoru ga sekkin?

[The Illustration of Love, Usagi and Mamoru Getting Closer?]

Loni Lanai, alias Peggy Jones, is a popular new artist who recruits Darien and Serena to be models for her newest painting. Zoycite soon arrives to steal the Rainbow Crystal that resides inside Peggy's body. During the battle with Zoycite and the *yoma* who was once Peggy, Sailor Moon saves Tuxedo Mask from Zoycite's attack. Nevertheless, Tuxedo Mask refuses to hand over the Rainbow Crystal he has recovered, leaving Sailor Moon and the other Scouts wondering where Tuxedo Mask's loyalty lies.

Episode #25 — Too Many Girlfriends

Daikonsen! Gucha gucha koi no shikaku kankai!

[Total Chaos! Mixed-up Love Rectangle!]

Much to her disappointment, Lita discovers that the arcade employee, Andrew, already has a girlfriend, named Rita. When Zoycite arrives to extract the Rainbow Crystal residing in Rita's body, Sailor Moon and Sailor Jupiter work together to restore her humanity. Andrew and Rita are only reunited for a short time, however, before Rita leaves to study abroad.

Episode #26 — Grandpa's Follies

Ojii-chan ranshin, Rei-chan no kiki!

[Grandpa's Insanity, Rei-chan in Jeopardy!]

Chad is a struggling musician who falls asleep on the steps to the Cherry Hill Temple. Raye's grandfather takes him in as a new apprentice, but Raye starts to worry that her Grandpa is too active for his age. Zoycite attacks the temple and extracts the Rainbow Crystal residing within Grandpa Hino. Chad is knocked unconscious in the ensuing battle by the *yoma* that possesses Grandpa's body. Fortunately, Sailor Moon and Sailor Mars manage to restore Grandpa's humanity before the *yoma* can do any more harm.

Important Notes: Chad Kumada first appears.

Episode #27 — Kitty Chaos

Koisarete owarete! Luna no saiakuno hi!

[Loved and Chased! Luna's Worst Day!]

The final Rainbow Crystal carrier is a large house cat, named Hercules, who has a crush on Luna. Zoycite chases the two cats into sewer system where she is attacked by hordes of rats. The cats escape, but Zoycite manages to extract Hercules's Crystal, leaving Luna to convince Hercules, as the monstrous *yoma*, not to hurt anyone. The Sailor Scouts finally arrive and Sailor Moon heals Hercules back into his true self.

Episode #28 — Tuxedo Melvin

Umino no kesshin! Naru-chan ha bokuga mamoru!

[Umino's Decision! I'll Protect Naru-chan!]

To win Molly's love, Melvin dresses up as the dashing hero, Tuxedo Melvin. Surprisingly, Zoycite is fooled by Melvin's disguise and she believes that he really is Tuxedo Mask. Later, one of Zoycite's *yoma* imprisons Molly and Melvin, forcing Sailor Moon to hand over a Rainbow Crystal in order to save her friends.



Episode #29 — Sailor V Makes the Scene

Saigono Sailor Senshi Venus toujou!

[The Last Sailor Warrior, Venus Comes!]

Malachite and Zoycite join forces to take Tuxedo Mask's Rainbow Crystals. Zoycite disguises herself as Sailor Moon and pretends to be captured. Zoycite attacks Tuxedo Mask when he comes to rescue Sailor Moon, and after his mask is knocked off in the ensuing battle, Queen Beryl recognizes him as Prince Darien. After the Sailor Scouts are captured by Malachite, Sailor Venus and her feline advisor, Artemis, arrive on the scene to rescue them. Tuxedo Mask manages to retain his Rainbow Crystals and escapes, but he is badly wounded.

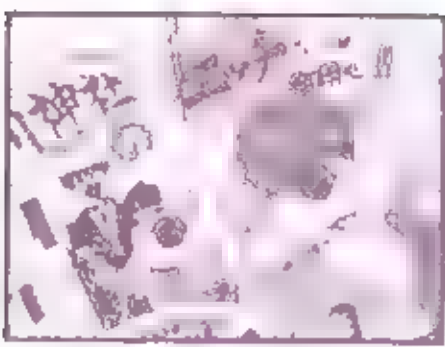
Important Notes: Sailor Venus and Artemis first appear. Venus Crescent Beam Smash (attack) is first used.

Episode #30 — A Crystal Clear Destiny

Hikari kagayaku ginzuishou! Tsukino princess toujou!

[Shining Crystal! The Moon Princess Returns!]

Zoycite challenges Darien directly to a duel for possession of all of the Rainbow Crystals. Serena runs into Darien on his way to the battle site, and follows him when she discovers that he is bleeding. Serena and Darien are trapped by Zoycite, however, forcing them to transform and reveal their identities to each other.



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When Sailor Moon sheds tears for Tuxedo Mask after he is gravely wounded in the battle, the Rainbow Crystals merge together into the Imperium Silver Crystal. The Crystal joins with the Crescent Moon Wand, revealing that Sailor Moon is actually Princess Serena, the lost princess of the Moon Kingdom.

Important Notes: Mina Aino, Princess Serena (the Moon Princess), and the Imperium Silver Crystal first appear.

Episode #31 — A Reluctant Princess

Yomigaeru kioku! Usagi to Mamoru no kako!

[Returning Memories! Usagi and Mamoru's Past!]

Using the power of the Imperium Silver Crystal, Princess Serena protects her friends from Zoycite's attack and fires a counter attack. On Queen Beryl's orders, Malachite kidnaps Darien from the Sailor Scouts and returns with Zoycite to the Negaverse. Queen Beryl destroys Zoycite for disobeying orders, and sends Malachite to deal with Sailor Moon and the Scouts. Serena learns of her past life in the Moon Kingdom during the Silver Millennium, but she does not want to honour her destiny. Serena eventually realizes that she can never be a normal teenager again, and accepts her destiny as Sailor Moon.

Important Notes: Prince Darien first appears. Zoycite is killed by Queen Beryl. Cosmic Moon Power (attack) is first used.

Episode #32 — Bad Hair Day

Usagi konran! Tuxedo Kamen ha aku?

[Usagi in Confusion! Evil Tuxedo Mask?]

After the disappearance of Prince Darien, Serena falls into a depression. Mina takes her to a hair salon in an attempt to cheer her up. They soon discover, however, that Malachite is using the salon to identify Sailor Moon's secret identity through hair analysis. Just as Sailor Venus and Sailor Moon rally together to defeat Malachite's yoma, Tuxedo Mask (now an ally of the Negaverse) arrives to stop them. The Sailor Scouts defeat the

yoma, but worry about Tuxedo Mask's desire to obtain the Imperium Silver Crystal at any cost.

Important Notes: Venus Power (transformation) is first used. Tuxedo Mask's attack roses first turn from red to black.

Episode #33 — Little Miss Manners

Mezase princess? Usagi no chintokkun!

[Aim to be a Princess? Usagi's Strange Training!]

Serena enrolls herself in a finishing school, deciding that if she is going to be the Moon Princess, she should act the part. Unfortunately, one of Malachite's yoma has possessed the headmistress, in an attempt to reveal the true identity of the Moon Princess. Sailor Moon defeats the yoma while Tuxedo Mask and Malachite argue over whether or not to attack Sailor Moon or take the Silver Imperium Crystal.

Episode #34 — Ski Bunny Blues

Yukiyo yamayo yuuujouyo! Yappari yomamoyo!

[Snow, Mountains, Friendship! Also a Yoma Too!]

In another attempt to discover Sailor Moon's true identity, Malachite sabotages a popular skiing race. Raye and Serena are in the lead when Malachite's yoma traps them in a pit of ice with an avalanche. Chad tries to come to their rescue, but it is Tuxedo Mask who saves them at the last minute when he suddenly remembers his love for Serena...if only for a moment. Tuxedo Mask once again threatens to return and claim the Silver Imperium Crystal for the Negaverse.

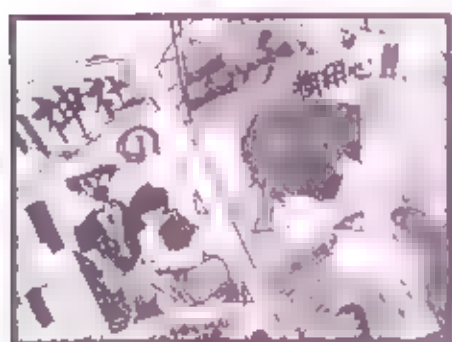
Episode #35 — Ice Princess

Yoma to pair? Hyoujou no jouou Mako-chan!

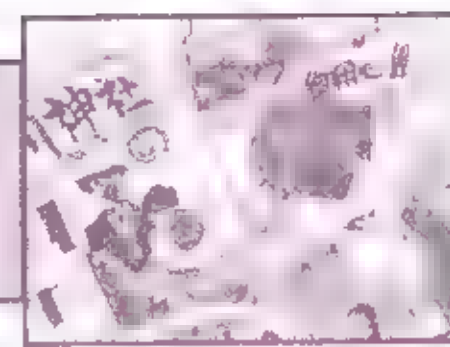
[A Pair With the Yoma? The Queen on Ice, Mako-chan!]

Malachite's yoma possesses two Olympic skaters, in yet another attempt to discover Sailor Moon's true identity. When the Sailor Scouts arrive to receive free skating lessons, the yoma mistakenly believe that Lita is Sailor Moon and attack her.





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Tuxedo Mask disagrees with Malachite's use of innocent humans in his plans, and arrives to save Sailor Jupiter and Sailor Moon. Sailor Moon purges the *yoma* from the skater's bodies, but Tuxedo Mask vanishes before she can remove the taint of the Negaverse from his soul.

Episode #36 — Last Resort

Mizuumi no densetsu youkai! Usagi kazoku no kizuna!
[The Lake of Monster Legend! Usagi's Family Tie!]

Queen Beryl finds a source of unusual energy and sends Prince Darien to see if it can be used by the Negaverse. Prince Darien discovers that the energy is really an evil water sprite, trapped in a lake next to the vacation resort that Serena and her family are visiting. The creature escapes from its prison when Prince Darien tries unsuccessfully to place it under the control of the Negaverse. The sprite attacks Serena and her family, but the Sailor Scouts arrive in time to stop it and allow Serena's family to escape. Malachite looks on as Darien fails to retrieve the Imperium Silver Crystal once again.

Episode #37 — Tuxedo Unmasked

Mou koikara nigenai! Ami to Mamoru taiketsu!
[I Won't Run Away from Love Any More! Ami and Mamoru Face Off!]

Queen Beryl sends Prince Darien to recapture all the people that once carried the Rainbow Crystals. She plans to unite them and release the Invincible Shadow, a powerful *yoma* capable of destroying the Sailor Scouts. Prince Darien's mission is successful until he attacks Amy's friend, Greg. Sailor Mercury tricks Prince Darien and is able to destroy the Black Homing Crystal he was using to capture his victims. The Crystal's destruction releases the carriers trapped within. Sailor Moon uses the Imperium Silver Crystal to remove the Negaverse taint from Darien's soul, but Beryl kidnaps the Prince once again for reprogramming.

[Skipped Japanese Episode #42]

Sailor Venus no kako, Minako no hiren!
[Sailor Venus's Past, Minako's Blighted Love!]

Minako receives a call late one night from her old friend, Katarina, and anxiously runs off to visit her at a hotel. Minako knew Katarina during her crime-fighting days as Sailor V in London, but Katarina presumed she had died in an explosion. After Minako leaves, Kunzite arrives and turns Katarina into a *yoma*. Hoping that Sailor V is somehow connected to the Sailor Scouts, Kunzite sends the *yoma* after Minako. Artemis, Luna and Serena find Minako (as Sailor Venus) battling the powerful *yoma*. The Scouts and their cat guardians escape in a boat, giving Sailor Venus the opportunity to talk about her life as Sailor V, and the older boy she had loved, named Alan. When the *yoma* finally catches up to the group, Sailor Venus asks Sailor Moon to heal Katarina, rather than destroy her. Sailor Moon purges the *yoma* from Katarina's body, reuniting Sailor Venus with her old friend.

Episode #38 — Fractious Friends

Usagi ga koritsu? Sailor Senshi tachino oogenka!
[Usagi Going Alone? The Sailor Warrior's Big Fight!]

The Scouts trick Malachite into believing that Sailor Moon wants to leave the group. Sailor Moon tells Malachite that she will turn over her Imperium Silver Crystal if he will return Darien to her. Meanwhile, Sailor Mercury tries to obtain a reading on Malachite's Negaverse portal, hoping to use the information to rescue Darien. Serena is captured by one of Malachite's *yoma*, forcing the Scouts to abandon their ruse to rescue her.

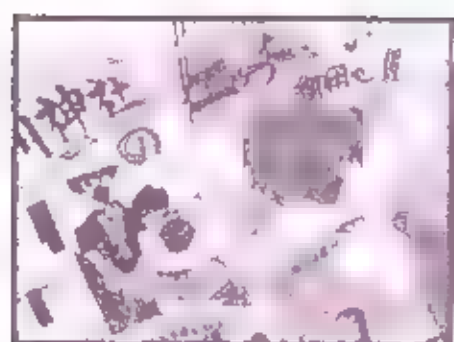


Episode #39 — The Past Returns

Usagi no kakusei! Choukako no message!
[Usagi's Awakening! Message from the Ancient Past!]

The Sailor Scouts begin a journey to Queen Beryl's palace in the arctic, but are confronted by Malachite. During the battle, the Scouts are mysteriously transported to the ruins of the Moon Kingdom. Queen Serenity, Sailor Moon's true mother, appears before them and talks about the final days of the Moon Kingdom: the attack of the Negaverse, her decision to send them all forward in time to save their lives, and her subsequent death. The Scouts return to Earth with renewed strength to continue their battle with Malachite, who is destroyed when Sailor Moon turns his attack back upon him.

Important Notes: Queen Serenity's spirit first appears to the Sailor Scouts. Malachite dies in battle with Sailor Moon.



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Episode #40 — Day of Destiny

Sailor Senshi shisu! Hisou naru saishuusen! (First Part)

[The Gallant Last Battle! Death of Sailor Warriors!] (First Part)

Usagi no omoiha eienni! Atarashiki tensei! (Second Part)

[Usagi's Eternal Wish! A New Rebirth!] (Second Part)

The Sailor Scouts teleport to the arctic to confront Queen Beryl, but one by one they are all killed (or “captured by the Negaverse”) until only Sailor Moon remains. Sailor Moon is upset when she discovers that Prince Darien has returned to Queen Beryl’s side, but she uses her love to break the mind control. Queen Beryl fuses with the Negaforce to battle Sailor Moon (now Princess Serena) and the Imperium Silver Crystal. The Moon Princess calls upon the strength of her fallen Scout friends to destroy Queen Beryl and close the gateway between Earth and the Negaverse. The powerful magic of the Imperium Silver Crystal restores life to the Scouts, selectively erasing their memories of the events of the past year.

Important Notes: Sailor Planet Teleport (a combination manoeuvre) is first used. The Sailor Scouts all die, but are later revived. Queen Beryl and the Negaforce are destroyed. The Crescent Moon Wand is destroyed.

Episode #41 — The Return of Sailor Moon

Moon fukkatsu! Nazono alien shutsugen!

[Moon Revives! The Mysterious Alien Appears!]

A meteorite crashes near Serena’s house, later revealed to be the transportation pod of two alien visitors, named Alan and Ann. The aliens disguise themselves as brother and sister and enroll as students at the Crossroads Junior High School. Alan soon becomes infatuated with Serena, while Ann falls for Darien. Their goal is to collect human energy to feed their gargantuan Doom Tree, and they use monstrous cardians to do their dirty work. The first cardian summoned attacks Molly, forcing Luna to restore Serena’s memories of her life as Sailor Moon. After Sailor Moon defeats the cardian, she tells Luna that she is happy to see her friend again, but still wishes that she could be a normal teenager.

Important Notes: Alan and Ann Granger first appear. Sailor Moon regains her memories and reappears.

Episode #42 — So You Want to be in Pictures

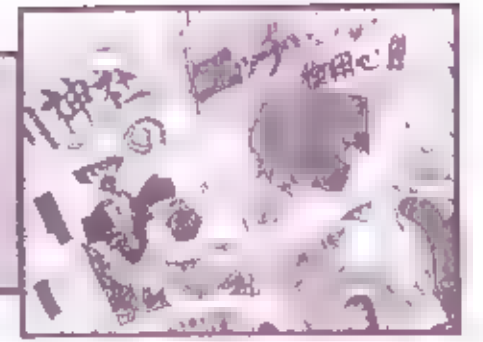
Aito seigi yue! Sailor Senshi fukkatsu!

[For Love and Justice, The Sailor Warriors Revival!]





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Amy, Raye, Lita, Mina, and Molly are all invited to a film studio to audition for a part in an upcoming movie. Not wanting to miss out on the fun, Serena sneaks in as well and discovers that her friends are under attack by a cardian. Sailor Moon is captured, and thus Luna must return the memories to the other Sailor Scouts so they can rescue their leader. When the battle is over, the Scouts are happy to be reunited.

Important Notes: The Sailor Scouts regain their memories, and reappear.

Episode #43 — A Knight to Remember

Shiroi baraha daren! Tsukikage no knight toujou!

[Who is the White Rose For? Tsukikage no Knight Appears!]

Serena desperately tries to remind Darien of their past relationship, but he has forgotten his alternate life as Prince of the Earth and Tuxedo Mask. Another cardian appears and nearly defeats the Sailor Scouts, but they are rescued at the last minute by the mysterious and handsome Moonlight Knight. Serena is sure it is Darien in disguise, but does not understand why he would keep the secret from her.

Important Notes: The Moonlight Knight first appears.



Episode #44 — VR Madness

Usagi no kiki! Tiara sadou sezu!

[Usagi's Danger! The Tiara Doesn't Work!]

Alan and Ann's Doom Tree is dying, and so they try harvesting a new source of human energy from the people at a Virtual Reality arcade. While visiting the arcade, Darien, Serena, and her family are attacked by a cardian. Serena changes into Sailor Moon, but her tiara does not work against the creature. The Sailor Scouts and the Moonlight Knight arrive, and Serena is very surprised to learn that Darien is not the mysterious stranger.

Episode #45 — Cherry Blossom Time

Atarashiki henshin! Usagi power up!

[The New Transformation! Usagi Powers Up!]

The cherry trees are in bloom all over the city, and everyone visits a park to enjoy the tranquility of nature. The party is cut short when a cardian attacks and captures Sailor Moon and the other Sailor Scouts. Queen Serenity's spirit visits the trapped Sailor Moon and reminds her of her duty to protect the Imperium Silver Crystal. Sailor Moon is released from her trap and is given the Moon Sceptre by Queen Serenity to replace the destroyed Crescent Moon Wand. Sailor Moon powers-up a new attack with the sceptre, destroys the cardian, and frees her friends.

Important Notes: Sailor Moon powers-up, and is given the Moon Sceptre. Moon Crystal Power (transformation) and Moon Sceptre Elimination (attack) are first used.

Episode #46 — Kindergarten Chaos

Nerawareta enji! Venus daikatsuyaku!

[The Kindergarten Kids Get Attacked! Venus's Great Performance!]

Realizing that younger humans have vast amounts of energy, Alan and Ann send a cardian after the city's kindergarten students. Sailor Venus attempts to rescue a school bus full of children, but the cardian resists her attack. Determined to save the children on the bus, Sailor Venus powers-up her Sailor Scout attack and successfully damages the cardian. Sailor Moon uses her Moon Sceptre to finally destroy the enemy.

Important Notes: Sailor Venus powers-up. Venus Meteor Shower is first used.

Episode #47 — Much Ado About Babysitting

Mamoru to Usagi no baby sitter soudou!

[Mamoru and Usagi's Rebellion as Baby Sitters!]

Darien volunteers to look after a child whose mother is in the hospital after a recent cardian attack. Serena visits Darien and baby Jordan daily but finds she must balance her baby-sitting time with finding the cardian who continues to attack babies all over the city. Sailor Moon and the Sailor Scouts finally manage to defeat the monster once Sailor Mercury powers-up her attack. Darien and Serena proudly return the child to his mother, having taught the baby to walk and talk ("Bye, Darien. Meatball head.")

Important Notes: Sailor Mercury powers-up. Mercury Ice Bubbles Freeze is first used.



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Episode #48 — Raye's Day in the Spotlight

Bunkasai ha watashino tame!? Rei joou nesshou!

[The Cultural Festival is Just For Me!? Queen Rei Sings All Out!]

Raye puts a lot of time and effort into organizing the Autumn Festival at her school, where she will star as a singer and songwriter. Alan and Ann decide that the festival would be the perfect place to gather fresh energy, sending their cardian to invade the festival. Sailor Mars is infuriated by the interruption, and powers-up her Sailor Scout attack against the cardian. Sailor Moon then uses her Moon Sceptre to destroy the enemy, allowing the festival to continue as planned.

Important Notes: Sailor Mars powers-up. Mars Firebird Strike is first used.

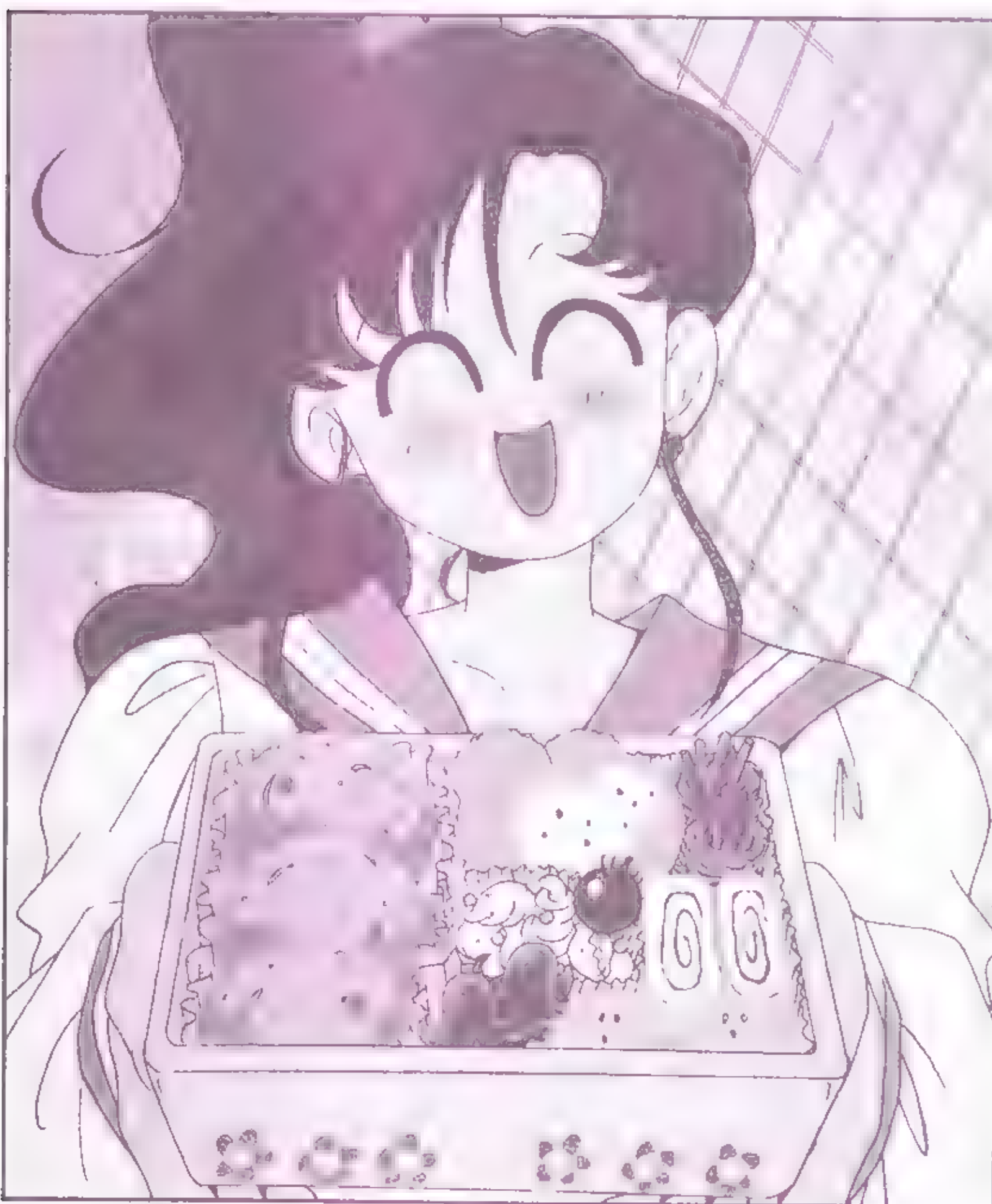
Episode #49 — Food Fetish

Tsukikage ha Seijuurou? Moeru Mako-chan!

[Tsukikage is Seijuurou? Mako-chan Gets Fired Up!]

Lita notices that Alan looks a lot like one of her ex-boyfriends, and tries to attract his attention with one of her specialty lunches. Her actions make Ann so jealous that she sends a cardian to attack Lita, but fortunately the Moonlight Knight and the Sailor Scouts come to the rescue. Sailor Moon destroys the cardian after Sailor Jupiter powers-up her *Senshi* attack.

Important Notes: Sailor Jupiter powers-up. Jupiter Thunder Dragon is first used.



Episode #50 — Mirror, Mirror on the Wall

Mamoru no kiss ubae! Ann no shirayukihime sakusen!

[Steal Mamoru's Kiss! Ann's Snow White Strategy!]

Darien asks the Sailor Scouts to help him with a theatrical play, but Ann manages to snag the leading role of Snow White. Ann's determination to kiss Darien, who plays Prince Charming, angers Alan enough to send a cardian to disrupt the play on opening night. The Sailor Scouts quickly eliminate the menace, but the show is cancelled. Ann returns home in tears because her night as Snow White was ruined.

Episode #51 — Detention Doldrums

Houkago ni goyoujin! Nerawareta Usagi!

[Beware of After School! The Target Usagi!]

After her date for the evening cancels, Miss Haruna gives both Serena and Ann a detention. Ann spends most of her time trying to drain Serena's energy, while outside, Alan attempts to get an uncooperative cardian to drain Darien's energy. Ann is eventually successful in draining some of Serena's energy, and Serena is almost too weak to fight when the cardian invades the class room. Fortunately, the Moonlight Knight appears and helps Serena regain enough strength to transform into Sailor Moon and destroy the cardian.

Episode #52 — Secret Garden

Surechigau ai no kokoro! Ikari no Makaiju!

[The Disagreeing Feeling of Love! The Makaiju's Anger!]

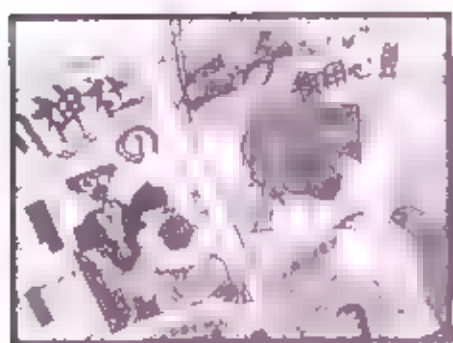
Alan and Ann fail to show up for school, and so Serena visits them at their apartment. When Serena peeks inside Alan's bedroom, she is attacked by the dying Doom Tree and barely escapes its grasp. Later, Serena tries to stop Darien from visiting the dangerous apartment, but is forced to confront the tree again when Ann pushes her into the bedroom. The tree begins to grow wildly, until it twists around the entire building. When the Sailor Scouts finally arrive, they must find a way inside the building to save Sailor Moon.

Episode #53 — Treed

Mezameru shinjitsu no ai! Makaiju no himitsu!

[The True Love Awakens! The Makaiju's Secret!]

The Sailor Scouts reach the top of the apartment building, only to be trapped in a final confrontation with Alan, Ann, and the Doom Tree. Serena transforms into Sailor Moon in front of the aliens in order to save Darien's life, but still has trouble defending against the attackers. The Doom Tree unexpectedly strikes down Ann in its rage, and prepares to attack Alan as well. The tree halts its attack after Serena begs for it to stop, and it begins to speak to Sailor Moon. The tree explains that an evil energy had poisoned its home world and all of its children. It also informs her that it needs love energy to grow and has been poisoned with the energy that was stolen from humans. Serena gladly heals the tree, and bids farewell to the aliens and the new Tree of Life as

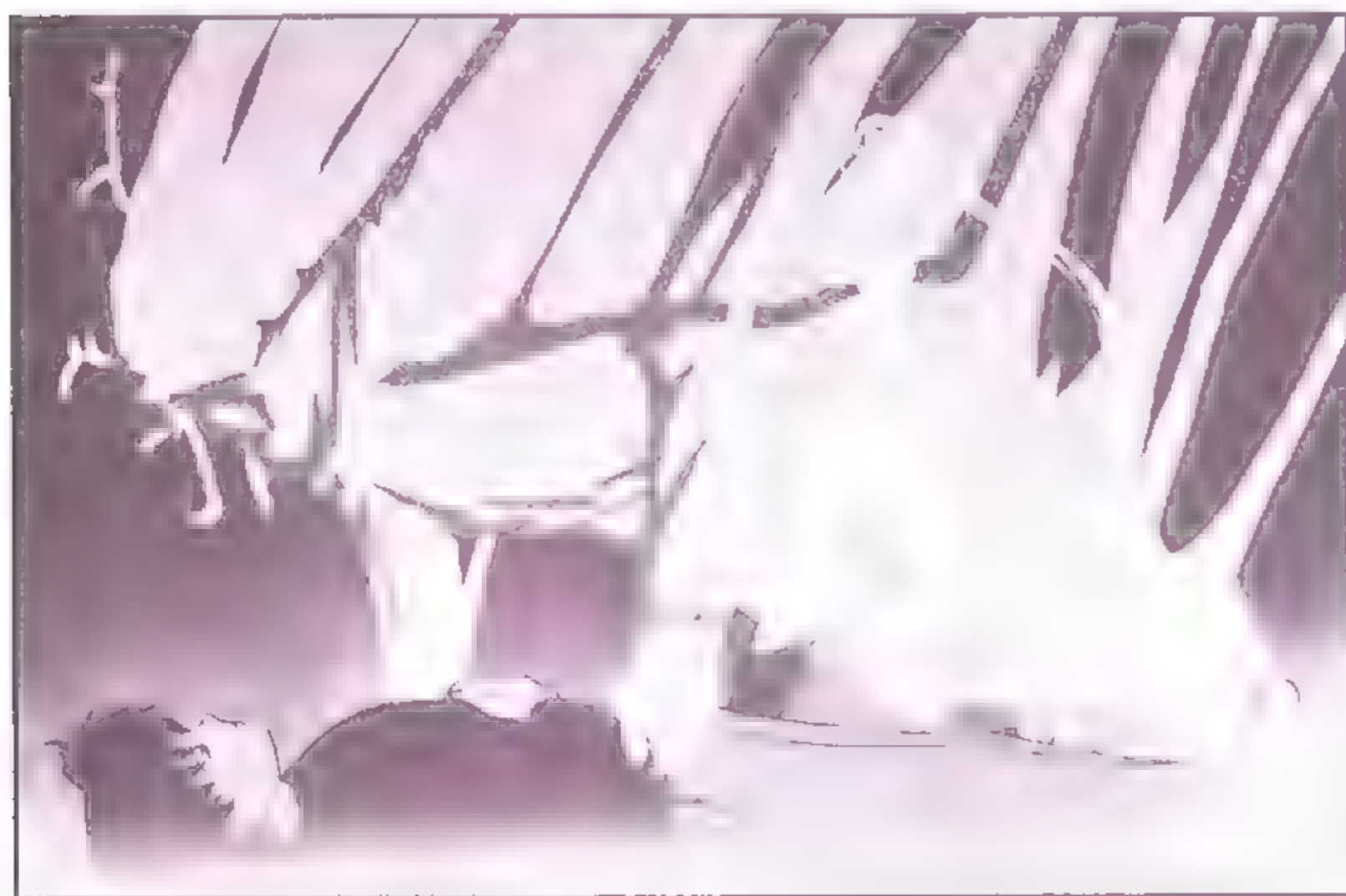


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they leave the planet to start anew. The Moonlight Knight is revealed to be a manifestation of Darien's soul before it reunites with his body, allowing Darien to remember his life as Prince of the Earth.

Important Notes: Ann is killed, but is later revived. Darien regains his memory after the Moonlight Knight merges with him.



Episode #54 — Serena Times Two

Tenshi? Akuma? Sora kara kita nazono shoujo!

[Angel? Devil? The Mysterious Girl Who Came From the Sky!]

Serena and Darien's date is interrupted when a little girl, named Rini, falls out of the sky and demands the Imperium Silver Crystal. Later, Rini moves into Serena's house by charming Serena's entire family into believing that Rini is one of Serena's cousins. Rubeus, Wiseman, and the Four Sisters (Catzi, Bertie, Avery, and Prizma) arrive from the future with plans to kidnap Rini, and take over 20th century Tokyo in order to destroy 30th century Crystal Tokyo.

Important Notes: Rini, Rubeus, and the Four Sisters first appear. Wiseman first appears as a holographic projection. Tuxedo Mask reappears. Kitty Magic (a Luna P transformation) is first used.



Episode #55 — The Cosmetic Caper

Usagi dai shock! Mamoru no zekkou sengen!

[Usagi's Big Shock! Mamoru Announces that he's Breaking Up!]

Darien awakes from a dream that warns him that his relationship with Serena is placing her in danger. Darien immediately breaks up with Serena hoping it will save her life. Serena is so distraught over the news that she visits a makeup shop, believing that a new look might be enough to win Darien back. Instead, Serena discovers that Bertie and her droid are infecting the makeup with dark energy. Tuxedo Mask arrives in time to save Serena from the droid, but insists their relationship is over.

Episode #56 — Sailor Mercury Moving On?

Senshi no yuijou! Sayonara Ami-chan!

[The Friendship of the Warriors! Good-bye Ami-chan!]

Amy wins a scholarship to study medicine in Germany, and the Sailor Scouts are heart broken when she decides to leave. The remaining Scouts must soon rush to save Sailor Venus, who finds another droid at work in an ice cream parlour. Darien and Rini say goodbye to Amy at the airport, but at the last minute Amy changes her mind and returns as Sailor Mercury to save her friends.

Important Notes: The Sailor Scouts are given new transformation pens and wrist communicators. Sailor Mercury powers-up. Mercury Star Power (transformation) and Mercury Ice Storm Blast (attack) are first used (later referred to as Shine Aqua Illusion).

Episode #57 — Gramps in a Pickle

Onnaha tsuyoku utsukushiku! Rei no shin hissatsu waza!

[Girls Should be Strong and Beautiful! Rei's New Attack!]

Raye's grandfather starts an aerobic self-defense course at the temple, but Catzi and her droid start a riot in the class. Grandpa Hino manages to stop the students from fighting, but Raye has to step in to save him from the droid. With help from Sailor Moon, the droid is defeated, and Catzi is sent scrambling for cover.

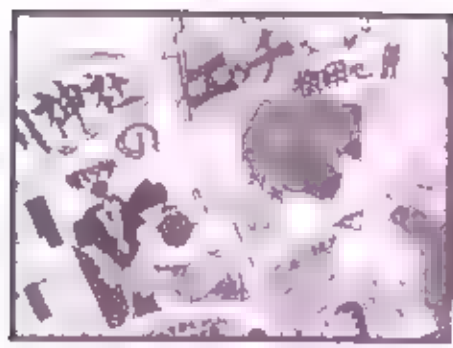
Important Notes: Sailor Mars powers-up. Mars Star Power (transformation) and Mars Celestial Fire Surround (attack) are first used. Also, Sailor Mars uses a stronger variation of Mars Fire Ignite, called Mars Firestorm Flash, for the first and only time.

Episode #58 — Trouble Comes Thundering Down

Ginzuishou motomete! Chibi-Usa no himitsu!

[Going After the Ginzuishou! The Secret of Chibi-Usa!]

Hoping to frighten Sailor Moon and Rini out into the open, Prizma commands a droid to produce a huge thunderstorm. Alone and afraid, Rini tries to return to the future using her Moon Crystal Key. The attempt fails, but instead the force of gravity is reduced within a nearby shop, causing the Sailor Scouts to float



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through the air. The Scouts later ask Rini about her origins, but Tuxedo Mask defends her silence, saying that Rini probably has a good reason not to tell them anything.

Important Notes: Rini first attempts to use the Moon Crystal Key.

Episode #59 — A Charmed Life

Koi no ronsou! Minako to Makoto ga tairitsu!

[Love Dispute! Minako and Makoto Square Off!]

Mina, Lita, and Serena head off to a charm shop to buy some good luck charms. Avery and Prizma have already discovered that the store is one of the Crystal Points they must fill with dark energy in order to destroy the future Crystal Tokyo. The Sailor Scouts and Tuxedo Mask join forces to save the store, but Darien still refuses to rekindle his relationship with Serena.

Important Notes: Sailor Jupiter and Sailor Venus both power-up. Jupiter Star Power (transformation), Venus Star Power (transformation), Jupiter Thundercrash Zap (attack), and Venus Love Chain Encircle (attack) are first used.

Episode #60 — A Curried Favour

Usagi no oyagokoro!? Curry na sankaku kankei!

[Usagi's Parenthood!? The Curry Triangle Relationship!]

Rini has to cook for her school's curry party, but she is too young to do it by herself. She reluctantly allows Serena to help, and they both go shopping for ingredients with Darien. Unfortunately, the supermarket they choose is another Crystal Point under corruption by Prizma and Avery. Sailor Moon and Sailor Mars win the ensuing food fight, allowing Serena to make it home in time to prove to Rini, Darien, and herself that she can indeed cook tasty curry.



[Skipped Japanese Episode #67]

Umiyo shimayo bakansuyo! Senshi no kyuusoku!

[Ocean, Island, Vacation! Warrior's Day Off!]

Usagi, Ami, Makoto, Minako, and Chibi-Usa all visit Rei on an isolated island where she has been practicing her exorcism spells. After Rei scolds Chibi-Usa for not eating her fish during supper, Chibi-Usa runs away into the ocean. Just before Chibi-Usa is attacked by a shark, a baby dinosaur swims by and rescues her. As Usagi and the others search the island by boat, Chibi-Usa and the dinosaur become friends. Before the island volcano is about to explode, the mother dinosaur returns to rescue its baby. A rock slide traps the two dinosaurs in a cave, but Chibi-Usa is small enough to escape. The Sailor Scouts arrive just in time to free the trapped dinosaurs with their powers before the cave entrance is covered in lava. As Chibi-Usa waves goodbye, the mother dinosaur and her baby swim away to find a new home.

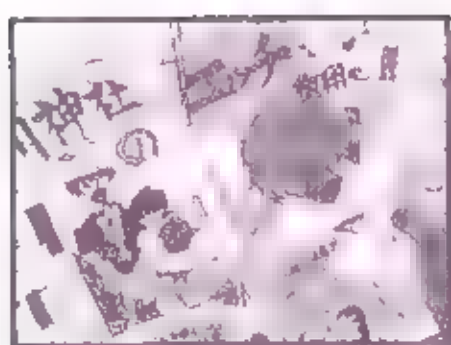
Episode #61 — Naughty 'N' Nice

Chibi-Usa wo mamore! 10 senshi daigekisen!

[Protect Chibi-Usa! The Fierce Battle Between the 10 Warriors!]

Rini is feeling sad and depressed because she misses her family in the future. She runs away and tries to use the Moon Crystal Key to return home, but it fails once again. Rini receives comfort from her magical ball, Luna P. Luna P tells Rini that the Sailor Scouts of the future can also be found in the past, and they will be her loyal and true friends. The Four Sisters and Rubeus arrive shortly to kidnap Rini, but the Scouts and Tuxedo Mask come to protect her. Wiseman watches the battle from afar, and realizes that Sailor Moon is actually the younger version of Neo-Queen Serenity of the future, and the key to the conquest of 30th century Crystal Tokyo.





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Episode #62 — Prediction of Doom

Mezameyo nemureru Bishojo! Mamoru no kunou!

[Awaken, Sleeping Beauty! Mamoru's Difficulties!]

Darien continues to have his recurring dream about Serena in danger and he continues to avoid her. Darien also begins to spend time with Andrew's little sister, Lizzy, to try to convince Serena that he no longer cares for her. After all of this, however, Darien must rush to Sailor Moon's rescue when she is put into an endless sleep by one of Avery's and Prizma's droids. Tuxedo Mask awakens Sailor Moon with a kiss of true love, but still insists that his relationship with Serena is over.

Episode #63 — Enemies No More

Ai no honoo no taiketsu! Mars vs Cooan!

[Confrontation of the Flames of Love! Mars vs Cooan!]

Catzi poses as a door-to-door cosmetics salesperson, and speaks with Serena and Raye while searching the Cherry Hill Temple for Rini. Catzi challenges Raye when she returns to capture Rini, but Chad interferes and tries to protect Raye from Catzi's attacks. When the Sailor Scouts successfully defeat Catzi, Rubeus appears and tells Catzi she is a failure, and no longer valued by the Negamoon family. Devastated, Catzi tries to destroy herself, but is stopped by a concerned Sailor Mars. Sailor Moon uses her Moon Sceptre to purify the darkness from Catzi's soul, allowing her to start a new life in Tokyo as a human, and as a friend of the Scouts.

Important Notes: Moon Crystal Healing Power/Activation (attack) is first used. Catzi is changed into a human.

Episode #64 — Checkmate

Yuujou no tame! Ami to Beruche gekitotsu!

[For Friendship! Ami and Beruche Crash!]

Bertie's plan to capture another Crystal Point is thwarted by Amy, but during their battle Bertie watches as Amy transforms into Sailor Mercury. Bertie enters a chess competition to confront Sailor Mercury, but cheats by using her powers to slowly freeze her opponent solid. Tuxedo Mask and the Sailor

Scouts rescue Amy, and after she is abandoned by Prizma and Avery, Bertie tries to turn herself to ice for failing Rubeus and the Negamoon family. Catzi convinces Bertie to undergo Sailor Moon's purification of the Soul, which turns the second sister into a normal human.

Important Notes: Bertie is changed into a human.

Episode #65 — Sibling Rivalry

Hijou no Rubeus! Kanashimi no Yonshimai!

[Unmerciful Rubeus! The Four Sisters of Sadness!]

Wiseman gives Prizma and Avery the Negamoon Strobe so they can return Catzi and Bertie to their evil ways. The power of the Strobe makes Prizma even more vicious than before, and she turns on Avery in order to keep the Strobe for herself. The Sailor Scouts transform, not knowing that Rini is watching them. They later attack Prizma and make her drop the Strobe, but Rubeus picks it up and creates a warp hole in time to destroy everyone. The Scouts combine their powers to destroy the Strobe, giving Sailor Moon the opportunity to purify the souls of Prizma and Avery. The Four Sisters reunite as humans, and open up a make-up shop nearby.

Important Notes: Sailor Planet Power (attack) is first used. Prizma and Avery are changed into humans.

Episode #66 — Rubeus Evens the Score

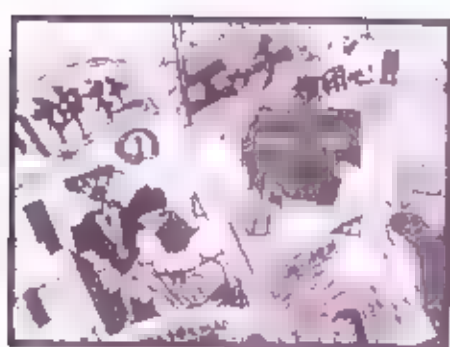
UFO shutsugen! Sarawareta Sailor Senshi tachi!

[UFO Sighting! The Sailor Warriors Kidnapped!]

Rini, now knowing that Serena is also Sailor Moon, sneaks into Serena's room to steal the brooch that holds the Imperium Silver Crystal. With the Crystal, Rini believes she can now save her mother from the Negamoon family and she tries once again to return to the future. The magic of the Time Key is disrupted by Rubeus's spaceship, however. Disaster strikes when the Sailor Scouts are captured by Rubeus during their search for Rini and the Crystal. Rubeus demands that Sailor Moon hand over the Silver Imperium Crystal and Rini, or he will kill all of the Scouts.

Important Notes: Emerald first appears.





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Episode #67 — Rubeus Strikes Out

Rubeus wo taose! Uchuukuukan no kessen!

[Kill Rubeus! The Final Battle in the Space Void!]

Sailor Moon and Rini confront Rubeus on his own ship in order to rescue the Sailor Scouts. Rubeus almost manages to crush Sailor Moon with the power of his Black Crystal, but Rini manages to dislodge the power source and destroy it with her moonbeam energy. With the destruction of the Crystal, the Scouts are freed, and Rubeus is overwhelmed by Sailor Moon's attack. The Scouts teleport back to Earth before the ship self-destructs, but Rubeus lacks the energy to escape his death.

Important Notes: Prince Diamond and Sapphire first appear. Rubeus dies when his spaceship explodes.

Episode #68 — The Secret of the Luna Sphere

Nazo no shin senshi Sailor Pluto toujou!

[The Appearance of the Mysterious Sailor Pluto!]

Wiseman sends the Grim Man to invade Rini's dreams and keep her in a deep sleep. Rini calls for help while under the trance, revealing that the Luna Ball is actually a communication device for Sailor Pluto. The Guardian of Time asks the Sailor Scouts for help, and sends them into Rini's dream to defeat Grim Man. While in her dream, Rini does not know who the Scouts are, but she soon learns to trust them as they save her from Grim Man's nightmare.

Important Notes: Sailor Pluto first appears as a holographic projection.

Episode #69 — Emerald Takes Over

Ankoku no maryoku! Esmeraude no shinryaku!

[The Dark Magic Power! Esmeraude's Attack!]

Prince Diamond, head of the Negamoon Family, orders Emerald to assume Rubeus's duties: corrupting Tokyo of the 20th century, capturing Rini, and locating the Imperium Silver Crystal. Meanwhile, Rini is monopolizing all of Darien's free time, making Serena both jealous and depressed. Serena and her friends go to an "all you can eat" bakery to treat themselves, but discover that Emerald is trying to infuse the store with dark energy. Emerald escapes, but the Sailor Scouts manage to defeat Emerald's droid.

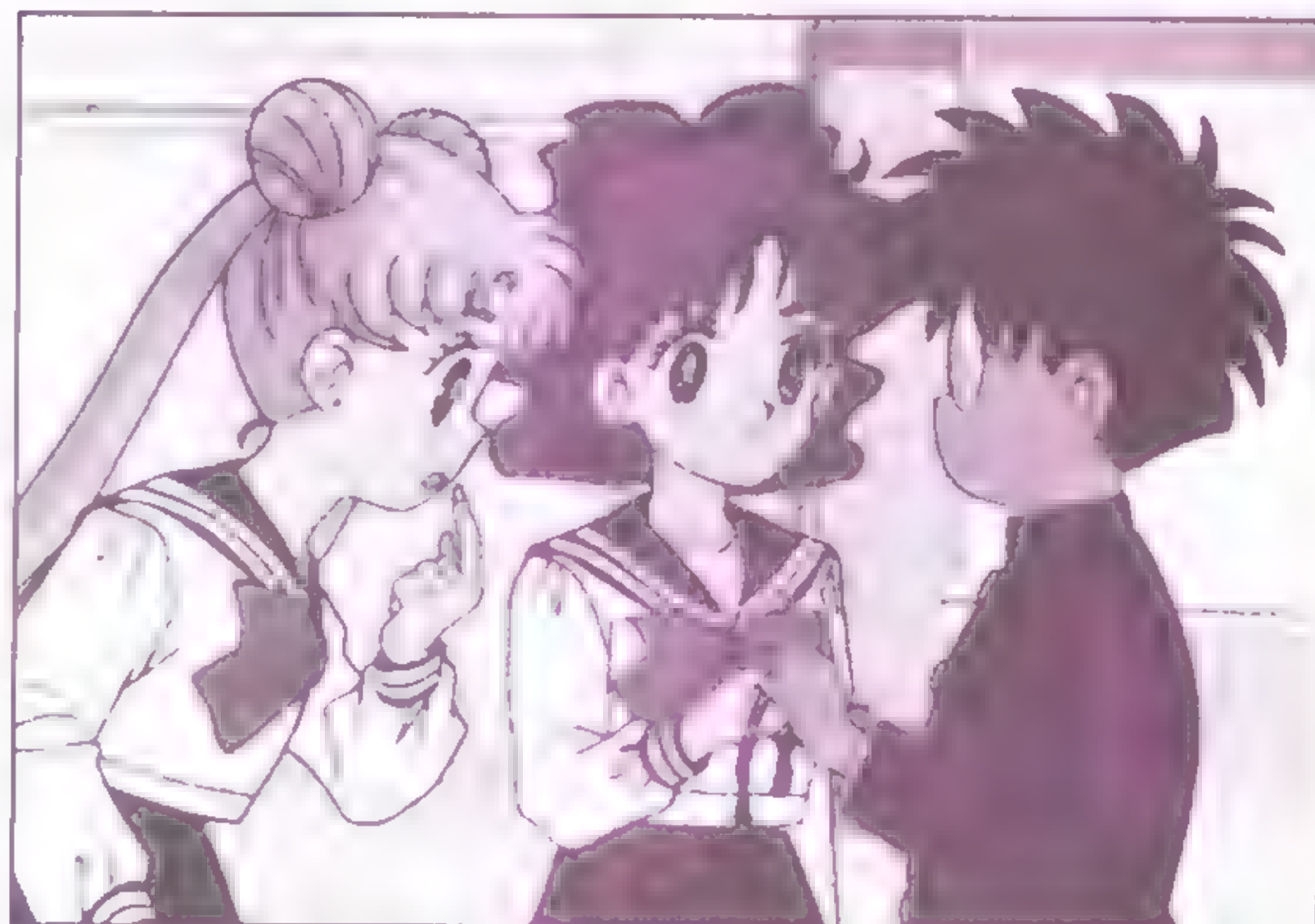
Episode #70 — Promises Fulfilled

Omoiha onaji! Usagi to Mamoru no ai futatabi!

[The Thoughts are the Same! Usagi and Mamoru in Love Again!]

Serena discovers that she has been having the same nightmare as Darien. Although Serena says she is willing to ignore the warning, Darien refuses to rekindle their relationship. Meanwhile, love bracelets have become quite trendy at school, and so Serena decides to make one to try to win Darien's love once again. Serena fails hopelessly to win Darien's heart with the bracelet, which is quite fortunate since Emerald was infecting all the bracelets with dark energy to feed the Dark Crystal. Sailor

Moon returns to the bracelet store and destroys Emerald's droid. Although the threat of Serena's life is still present, Darien and Serena agree to risk staying together and their relationship is restored.



Episode #71 — No Thanks, Nurse Venus

Venus Minako no nurse daisoudou!

[The Problems of Venus-Minako as a Nurse!]

Everyone in the city becomes sick with the flu, except for Mina and Rini. After their disastrous attempts to make Serena feel better, Mina and Rini are sent to the hospital to pick up some medicine. They discover that Emerald and a droid have taken over the hospital, and are responsible for spreading the flu virus around Tokyo. The Sailor Scouts arrive to save their friends and stop Emerald's plans, even though they are still tired and sick. Later, Mina gets a taste of her own medicine when Serena shows up to help her recover from her own case of the flu.

Episode #72 — Dog Day for Artemis

Artemis no bouken! Ma no doubutsu oukoku!

[The Adventures of Artemis! The Evil Animal Kingdom!]

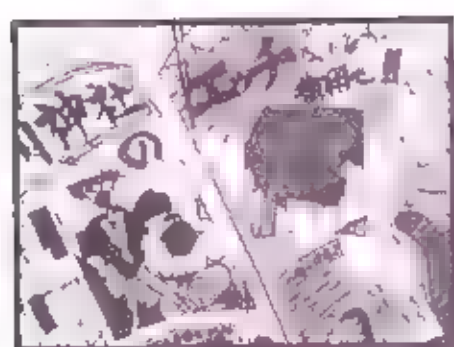
Artemis gets no respect — he is thrown out of a restaurant, stepped on, and nagged and teased by Luna all day long. Artemis sees a chance to redeem himself when he discovers Emerald taking control of innocent animals to carry out her evil plans. The Sailor Scouts arrive on the scene, but are quickly captured by Emerald's droid. Artemis fearlessly attacks the droid, allowing Sailor Moon to escape and vaporize it. By the end of the day, Artemis finally receives a well-deserved compliment from Luna.

Episode #73 — Lonely Amy

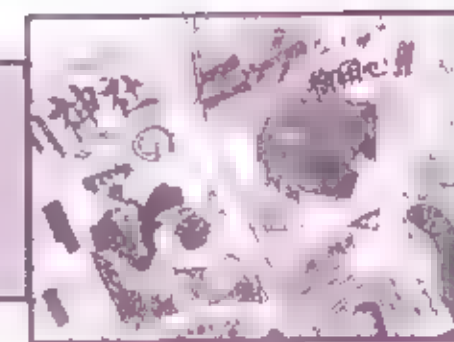
Kyoufu no gen'ei! Hitoribocchi no Ami!

[The Scary Illusion! Solitary Ami!]

Amy's friends at the Albert Einstein School for the Gifted accuse her of cheating on her exams. Later, Amy discovers that one of Emerald's droids has infected the school with dark energy,



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which caused her friends to turn on her. Amy transforms into Sailor Mercury after alerting the other Sailor Scouts, but the droid places her under its mind control and tries to persuade her to attack her friends. Sailor Mercury sees through the deception, and helps Sailor Moon destroy the droid.

Episode #74 — Child's Play

Ankoku gate kansei? Nerawareta shougakkou!

[The Dark Gate Opens? Grade School Targeted!]

Emerald begins releasing dark energy at Rini's school, Harbour Elementary. When Rini arrives, she finds all of her friends fighting among themselves. When the Sailor Scouts appear, they must defend Rini against a pair of droids, and her possessed friend, Melissa. However, it is Rini who destroys the droids with the energy beam that is emitted from her forehead. When Wiseman sees Rini's power, he begins to plan how to convince Rini to join the Negamoon family. Later, Sailor Moon and the Scouts agree to accompany Rini to the future to save her mother.



Episode #75 — Future Shocked

Mirai he no tabidachi! Jikuu kairou no tataikai!

[Journey to the Future! The Battle in the Time Tunnel!]

The Sailor Scouts, Tuxedo Mask, and Rini meet with Sailor Pluto, who guides them on their trip to the future. Unfortunately, the travellers become separated during their journey and must fight the Genie of the Time Warp before they can reunite on their way to the future. Wiseman continues to insist that Rini must join Prince Diamond's Negamoon family, or the Prince will never rule Crystal Tokyo.

Important Notes: Rini, Tuxedo Mask, and the Sailor Scouts travel to the 30th century. Rini successfully uses the Time Key for the first time. Sailor Pluto appears in person.



Episode #76 — Legend of the Negamoon

Shougeki no mirai! Demando no kuroki yabou!

[Battle in the Future! Demando's Ambition!]

When the Scouts arrive in the future, they are met by a holographic image of the King of the Earth, who is actually Prince Darien in the future. The King tells the Scouts how Crystal Tokyo was attacked by the Negamoon family, and that only he and the four future Sailor Scouts remain to carry on the battle. Together, the future Warriors of Justice hold a protective energy dome over the inner city and Rini's mother, Neo-Queen Serenity. Serena is embarrassed to discover that Neo-Queen Serenity is her future self, and that she and Darien will one day be Rini's parents. Prince Diamond then captures Sailor Moon, and tells her that he plans to combine the power of the Dark Crystal with that of the Imperium Silver Crystal. The new Crystal would give the Prince the power to rule the entire universe, but fortunately Tuxedo Mask rescues Serena before Prince Diamond could acquire the Imperium Silver Crystal.

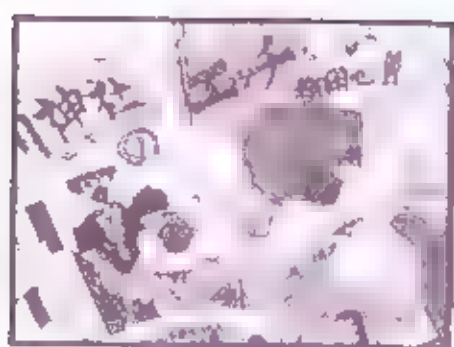
Important Notes: The King of the Earth first appears. Neo-Queen Serenity is revealed.

Episode #77 — Jealousy's Just Rewards

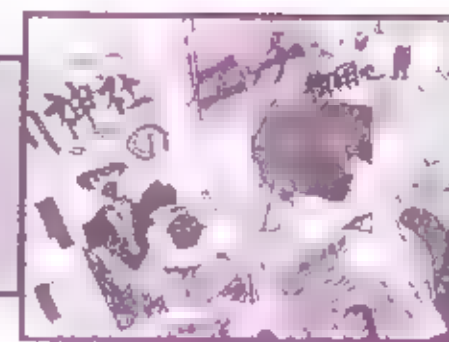
Wiseman no mashu! Chibi-Usa shometsu!

[Wiseman's Dark Hand! Destroy Chibi-Usa!]

Sailor Moon and the Sailor Scouts try to awaken Neo-Queen Serenity from her endless sleep, but when the attempt fails, Rini runs away and is captured by Wiseman. Wiseman's mind probe reveals that it was Rini who borrowed and lost the Imperium Silver Crystal of the 30th century, which enabled the Negamoon family to attack Crystal Tokyo. Rini feels very guilty about her mistake, and leaves with the manipulative Wiseman when he offers to explain to her family what really happened. Later, Wiseman offers Emerald the heightened power she wants



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to help her become the new queen of Crystal Tokyo. Unfortunately for Emerald, the dark energy proves too much for her body to handle and turns her into a monstrous dragon. Emerald dies shortly afterwards in an unsuccessful assault against the Scouts and the Crystal Palace.

Important Notes: Emerald is killed by the Sailor Scouts.



Episode #78 — Birth of Wicked Lady

Ankoku no joou Black Lady no tanjou!

[Queen of Darkness! The Birth of Black Lady!]

Wiseman convinces Rini that her friends and family never loved her, and that she should join him rather than trying to save her mother. Rini is transformed into an adult, and renames herself Wicked Lady. Diamond, Wiseman, and Wicked Lady return to the 20th century to plant a Dark Crystal seed in Tokyo, but Tuxedo Mask and the Sailor Scouts follow them to save Rini. The Sailor Scouts try to heal Wicked Lady's soul, but Wiseman arrives to reinforce his brainwashing and to steal Rini from them again.

Important Notes: Rini is transformed into Wicked Lady. Tuxedo Mask and the Sailor Scouts return to the 20th century to follow Rini.



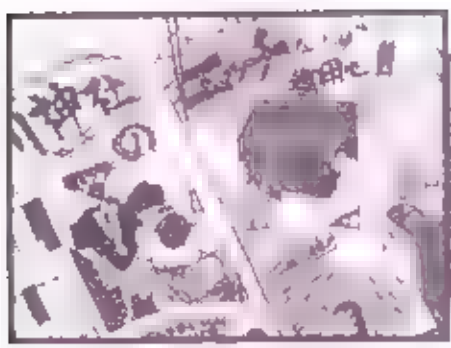
Episode #79 — Brotherly Love

Safir zetsumei! Wiseman no wana!

[The Death of Safir! Wiseman's Trap!]

Prince Diamond's brother, Sapphire, overhears Wiseman speaking of his master, the Doom Phantom, who wants to return the entire universe to darkness. Once discovered, Sapphire is attacked by Wiseman, but he manages to escape to the 20th century where he is rescued by the Four Sisters. When Sapphire tries to tell his brother of Wiseman's treachery, Wiseman arrives and strikes him down with a powerful energy blast. Prince Diamond arrives to collect his brother's body, but quickly departs to confront Wiseman.

Important Notes: The Four Sisters reappear. Sapphire is killed by Wiseman.



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Episode #80 — Diamond in the Rough

Ai to mirai wo shinjite! Usagi no kesshin!

[Believe in Love and Future! Usagi's Willpower!]

The Sailor Scouts enter the Dark Crystal to battle Prince Diamond and Wiseman, but Sailor Moon falls down a trap door and is separated from the others. She meets Prince Diamond and tries to convince him that his Negamoon family could live with the people of Earth in harmony. Sailor Moon's words touch Prince Diamond's soul, but Wiseman soon appears and the two battle. Prince Diamond manages to destroy Wiseman but he is revived by his energy orb. He then attacks and strikes down the reformed Prince. Wiseman then leaves to open the Dark Gate that will destroy the entire Earth. The Scouts arrive, and are lead by Tuxedo Mask to the Dark Gate to face Wiseman and Wicked Lady.

Important Notes: Wiseman is destroyed by Prince Diamond but is then revived. Prince Diamond is killed by Wiseman.



Episode #81 — Final Battle

Hikari to yami no saishuukessen! Mirai he chikau ai!

[The Last Battle Between Light and Dark! Vow to Tomorrow's Love!]

Wicked Lady begins to open the Dark Gate by channelling dangerous amounts of dark energy through her body. Determined to save Rini, Serena uses the Imperium Silver Crystal to change into Neo-Queen Serenity. The Queen of Crystal Tokyo helps Wicked Lady to remember the good parts of her childhood, which changes her back into Rini. Rini then brings forth the Imperial Silver Crystal of Crystal Tokyo from her own body, and both Rini and Princess Serena use their Crystals to destroy Wiseman and close the Dark Gate. With Tokyo of the present and the future safe from danger, Rini bids a tearful farewell and returns to Crystal Tokyo to be reunited with her family.

Important Notes: Wicked Lady transforms back into Rini. Wiseman is destroyed by the power of two Imperium Silver Crystals.



Episode #82 — Follow the Leader

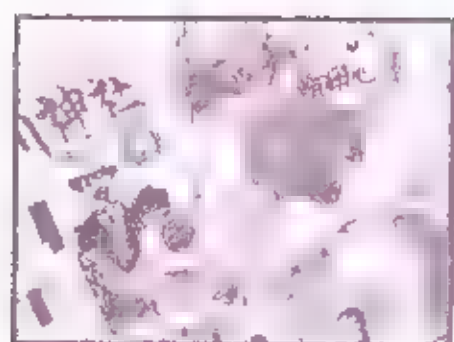
Usagi tachi no ketsui! Atarashiki tataikai no jokyoku

[Usagi's Final Decision! Prologue to a New Battle!]

This is a promotional episode of the next season of Sailor Moon and a recapitulation of the past two seasons. The Sailor Scouts have been having dreams of an impending disaster, an evil scientist, and two shadowy figures who could also be Sailor Scouts. They jokingly decide that they need a new leader to deal with the possible threat, and try to impress each other with the deeds they have done, and the adventures they have had over the past two years. In the end, Sailor Moon remains their one and only leader.

Important Notes: Sailor Uranus and Sailor Neptune first appear, but are not identified by name.





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The Works Of Naoko Takeuchi

The world of *Bishojo Senshi Sailormoon* was created and developed by the talented Japanese storyteller and artist Naoko Takeuchi. Although *Bishojo Senshi Sailormoon* is her most widely known work, Naoko has contributed to the *manga* industry for well over a decade.

Naoko Takeuchi (Blood Type A) was born March 15, 1967 (Pisces) in the city of *Kofu* in the *Yamanashi* prefecture, child of Ikuko (mother) and Kenji (father). Naoko currently lives in *Azabu Juuban* in Tokyo, the same area that Serena and Darien live and where the *Sailormoon* story takes place. While attending *Kyoritsu Yakka University* (a school of pharmacy) in 1986, Naoko was awarded the "Nakayoshi New *Manga-ka* (comic artist) Award" for her short manga story "Love Call". The story was published in the September 1986 issue of *Nakayoshi Deluxe* and later republished in the short manga compilation, *Prism Time Volume 2*. After receiving her pharmacy degree and practicing license, she took a full-time position at Keio Hospital. She continued to draw *manga* in her spare time, eventually turning her true calling into a full-time career.

Naoko's first major series, *The Cherry Project*, focused on a young girl named Asuka Chieri who pursues her dream of becoming a figure skater. The series was featured in *Nakayoshi* from October 1990 to December 1991, and has been collected into three *tankoubon* (pocket manga or graphic novels). In the summer of 1991, *Nakayoshi* released a daughter *manga* called *RunRun* and asked Naoko to submit a story about any subject of her choosing. She told her assistant editor that she always wanted to write a heroine story, and agreed to outfit the central character in a sailor *fuku* (uniform) at his request. The *manga Codename wa Sailor V* made its debut in July 1991 (Summer Issue) and told the story of a young girl named Minako Aino and her transformation into Sailor V, the sailor-suited defender of justice. *Sailor V* was only supposed to be a single-episode story, but when Toei Animation, Co. expressed interest in turning it into an animated television series, *Codename wa Sailor V* was expanded into a *manga* series. The series was published intermittently from 1991 to 1997 until the story's completion in November 1997, and is currently available in three *tankoubon*. Although it was the story of *Bishojo Senshi Sailormoon* that was eventually transformed into the anime series, *Codename wa Sailor V* offers insight into Minako Aino's Sailor Venus and Naoko's initial take on the "heroine of justice" theme.

Naoko's most engaging *manga* series to date, *Bishojo Senshi Sailormoon*, first appeared in *Nakayoshi's* February 1992 issue (for more information, see page 12 of *Chapter 1: Introduction*). With the series completed in March 1997, Naoko turned her attention to two other *manga* stories in the same year. The first story, "Rain Kiss", was published in March 1997 in

Prism Time Volume 2 and is the fourth part of the "Rain" series. The second and greatly anticipated *manga* series, *PQ Angels*, premiered in *Nakayoshi's* September 1997 issue. *PQ Angels* is a romantic comedy featuring two fourteen year-old girls, Peanut (P-ko) and Kyuuri (Q-ko), who arrive in Tokyo with a secret mission. The two girls have been followed by unfriendly strangers, however, who are determined to reach their own goals before the two girls complete the mission. Four chapters of *PQ Angels* were published in 1997.

The following is a complete chronological listing of Naoko Takeuchi's published works:

1985	November	<i>Yume ja Nai no ne</i>
1986	September October	"Love Call" "Secret na Kataomoi"
1987	January April May June December	"Yume Miru Rainy Button" "Itsumo Issho ne"; <i>Prism Time Gradation 1</i> ("Tamaki Peppermint") <i>Prism Time Gradation 2</i> ("Saura Sunset") <i>Prism Time Gradation 3</i> ("Mizuki Moonglow") <i>Chocolate Christmas</i> , Part 1
1988	January February July August September December	<i>Chocolate Christmas</i> , Part 2 "Maigo no Swing" <i>Wink Rain</i> , Part 1 <i>Wink Rain</i> , Part 2 <i>Wink Rain</i> , Part 3 "Gomen ne Wednesday"
1989	May July December	"Boku no Pierce Girl" "July Marmalade Birthday" <i>Maria</i> , Chapter 1
1990	January February March April May July August October November December	<i>Maria</i> , Chapter 2 <i>Maria</i> , Chapter 3 <i>Maria</i> , Chapter 4 <i>Maria</i> , Chapter 5 <i>Maria</i> , Chapter 6; "Dream Park de Mattete" "Miss Rain" "Sono go no Maria" <i>The Cherry Project</i> , Chapter 1 <i>The Cherry Project</i> , Chapter 2 <i>The Cherry Project</i> , Chapter 3



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1991

January	<i>The Cherry Project</i> , Chapter 4
February	<i>The Cherry Project</i> , Chapter 5
March	<i>The Cherry Project</i> , Chapter 6
April	<i>The Cherry Project</i> , Chapter 7
May	<i>The Cherry Project</i> , Chapter 8
Summer	<i>Codename wa Sailor V</i> , Volume 3
June	<i>The Cherry Project</i> , Chapter 9
July	<i>The Cherry Project</i> , Chapter 10
August	<i>The Cherry Project</i> , Chapter 11
September	<i>The Cherry Project</i> , Chapter 12
October	<i>The Cherry Project</i> , Chapter 13
November	<i>The Cherry Project</i> , Chapter 14
December	<i>The Cherry Project</i> , Chapter 15

1992

February	<i>Bishojo Senshi Sailormoon</i> , Act 1
Spring	<i>Codename wa Sailor V</i> , Volume 4
March	<i>Bishojo Senshi Sailormoon</i> , Act 2
April	<i>Bishojo Senshi Sailormoon</i> , Act 3
May	<i>Bishojo Senshi Sailormoon</i> , Act 4
Summer	<i>Codename wa Sailor V</i> , Volume 5
June	<i>Bishojo Senshi Sailormoon</i> , Act 5
July	<i>Bishojo Senshi Sailormoon</i> , Act 6
August	<i>Bishojo Senshi Sailormoon</i> , Act 7
September	<i>Bishojo Senshi Sailormoon</i> , Act 8
October	<i>Bishojo Senshi Sailormoon</i> , Act 9
November	<i>Bishojo Senshi Sailormoon</i> , Act 10
Winter	<i>Codename wa Sailor V</i> , Volume 6
December	<i>Bishojo Senshi Sailormoon</i> , Act 11 (Part I)

1993

January	<i>Bishojo Senshi Sailormoon</i> , Act 11 (Part II)
February	<i>Bishojo Senshi Sailormoon</i> , Act 12
March	<i>Bishojo Senshi Sailormoon</i> , Act 13
April	<i>Bishojo Senshi Sailormoon</i> , Act 14
May	<i>Bishojo Senshi Sailormoon</i> , Act 15; <i>Codename wa Sailor V</i> , Volume 1
June	<i>Bishojo Senshi Sailormoon</i> , Act 16
July	<i>Bishojo Senshi Sailormoon</i> , Act 17; <i>Codename wa Sailor V</i> , Volume 2; "Chibi-Usa's Picture Diary 1"
August	<i>Bishojo Senshi Sailormoon</i> , Act 18
September	<i>Bishojo Senshi Sailormoon</i> , Act 19; <i>Codename wa Sailor V</i> , Volume 7; "Casablanca Memory"
October	<i>Bishojo Senshi Sailormoon</i> , Act 20 (Part I)
November	<i>Bishojo Senshi Sailormoon</i> , Act 20 (Part II) <i>Codename wa Sailor V</i> , Volume 8
December	<i>Bishojo Senshi Sailormoon</i> , Act 21

1994

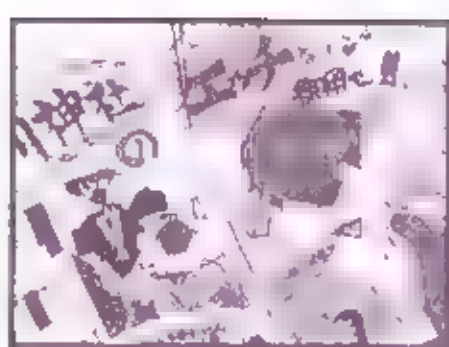
January	<i>Bishojo Senshi Sailormoon</i> , Act 22
February	<i>Bishojo Senshi Sailormoon</i> , Act 23 (Part I)
March	<i>Bishojo Senshi Sailormoon</i> , Act 23 (Part II) <i>Bishojo Senshi Sailormoon</i> , Act 24; <i>Codename wa Sailor V</i> , Volume 9
April	<i>Bishojo Senshi Sailormoon</i> , Act 25
May	<i>Bishojo Senshi Sailormoon</i> , Act 26; <i>Codename wa Sailor V</i> , Volume 10
June	<i>Bishojo Senshi Sailormoon</i> , Act 27
July	<i>Bishojo Senshi Sailormoon</i> , Act 28; "Chibi-Usa's Picture Diary 2"
August	<i>Bishojo Senshi Sailormoon</i> , Act 29
September	<i>Bishojo Senshi Sailormoon</i> , Act 30
October	<i>Bishojo Senshi Sailormoon</i> , Act 31
November	<i>Bishojo Senshi Sailormoon</i> , Act 32; "Lover of Princess Kaguya"

1995

January	<i>Bishojo Senshi Sailormoon</i> , Act 33 (Part I)
February	<i>Bishojo Senshi Sailormoon</i> , Act 33 (Part II) "Chibi-Usa's Picture Diary 3"
March	<i>Bishojo Senshi Sailormoon</i> , Act 33 (Part III)
April	<i>Bishojo Senshi Sailormoon</i> , Act 34
May	<i>Bishojo Senshi Sailormoon</i> , Act 35; "Exam Battle 1"
June	<i>Bishojo Senshi Sailormoon</i> , Act 36
July	<i>Bishojo Senshi Sailormoon</i> , Act 37, "Exam Battle 2"
August	<i>Bishojo Senshi Sailormoon</i> , Act 38
September	<i>Bishojo Senshi Sailormoon</i> , Act 39 (Part I); <i>Codename wa Sailor V</i> , Volume 11
October	<i>Bishojo Senshi Sailormoon</i> , Act 39 (Part II)
November	"Exam Battle 3"
December	<i>Bishojo Senshi Sailormoon</i> , Act 40

1996

January	<i>Bishojo Senshi Sailormoon</i> , Act 41 (Part I)
February	<i>Bishojo Senshi Sailormoon</i> , Act 41 (Part II)
March	<i>Bishojo Senshi Sailormoon</i> , Act 42
April	<i>Bishojo Senshi Sailormoon</i> , Act 43
May	<i>Bishojo Senshi Sailormoon</i> , Act 44; <i>Codename wa Sailor V</i> , Volume 12
June	<i>Bishojo Senshi Sailormoon</i> , Act 45 (Part I)
July	<i>Bishojo Senshi Sailormoon</i> , Act 45 (Part II) <i>Codename wa Sailor V</i> , Volume 13
August	"Chibi-Usa's Picture Diary 4"
September	<i>Bishojo Senshi Sailormoon</i> , Act 46; <i>Codename wa Sailor V</i> , Volume 14
October	<i>Bishojo Senshi Sailormoon</i> , Act 47
November	<i>Bishojo Senshi Sailormoon</i> , Act 48
December	<i>Bishojo Senshi Sailormoon</i> , Act 49



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1997

January	<i>Bishojo Senshi Sailormoon</i> , Act 50
February	<i>Bishojo Senshi Sailormoon</i> , Act 51
March	<i>Bishojo Senshi Sailormoon</i> , Act 52; "Rain Kiss"
May	<i>Codename wa Sailor V</i> , Volume 15 (Part I)
September	<i>PQ Angels</i> , Chapter 1
October	<i>PQ Angels</i> , Chapter 2
November	<i>PQ Angels</i> , Chapter 3; <i>Codename wa Sailor V</i> , Volume 15 (Part II)
December	<i>PQ Angels</i> , Chapter 4



Mythology Related to Sailor Moon

Princess Serenity, Endymion (Darien), Luna, Artemis and Diana

The names of the the Moon Princess, the Earth Prince, and the Guardians Cats parallel famous individuals from ancient mythology that are connected to the moon.

Selene (Roman: Luna)

Selene was the Greek goddess of the moon and brother to Helios, god of the sun. There are many similarities between Selene and Diana, but notable differences as well. For example, Diana was a huntress and a virgin, but Selene was neither. Some stories say that she had fifty daughters by Endymion. Tsuki-Yomi is the Japanese Shinto moon god, who killed the goddess of food, Uke Mochi.

Endymion

The Greek Endymion, son of Aethus and king of Elis, was a handsome young shepherd who resided on Mount Latmus in Caria. Endymion was loved by the moon (Selene), who put him into an eternal sleep so that she could visit him every evening. Selene bore the sleeping Endymion 50 daughters.

Artemis (Roman: Diana)

Artemis (Greek) was a daughter of Zeus and Leto, and the twin sister of Apollo. She was a virgin, and was the goddess of the hunt, chastity, and fertility. Artemis was also connected to childbirth, and had the power of inflicting or healing sickness. As a goddess of birth, she became associated with the lunar cycle, and was thus a moon goddess. She was represented in a tucked-up gown with a bow and a quiver of arrows.

The Planets

The nine planets in the solar system, with the exception of the Earth, are named after figures in Roman mythology. Their equivalent Greek names are given in parentheses.

Mercury (Greek: Hermes)

Mercury, the messenger-god of Jupiter, was the god of story-telling, eloquence, commerce, and games of chance. He was the prematurely born son of Jupiter and Maia (a fertility goddess). Mercury seemed to be a very intelligent baby; by noon of the day of his birth, he left his cradle and invented the lyre, building it from the shell of a tortoise. Hermes was the god of good luck, wealth, commerce, sleep, and dreams. He was a patron of merchants, thieves, and deception, the messenger and herald of the gods, and the conductor of the souls of the dead to Hades. Hermes appeared as a young man, wearing a broad-brimmed hat and winged sandals, holding the caduceus (Hermes's staff, which was the symbol of the art of medicine).

Venus (Greek: Aphrodite)

Aphrodite was the child of Zeus and a Titan, who emerged from the sea foam at birth (in some accounts, Aphrodite simply emerges from the foam), and thus is sometimes called the "Foam Born". She was the goddess of love, charm, beauty, and the impulses that bind men together in social communion. Aphrodite appeared as the wife of Hephaestus, the mother of Eros, and the lover of Ares (the Roman god, Mars).



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Mars (Greek: Ares)

Mars was the god of war, one of the chief gods of the pantheon, who was associated with military power and glory. Mars was driven by rage and violence, and preferred to spend his days battling in bloody combat. However, the Greek Ares (son of Zeus and Hera) was a ferocious, brutal, blustering, and cowardly god of war. He was hated by all of the gods and goddesses, with the exception of Aphrodite and her sister, Eris (goddess of discord).

Jupiter (Greek: Zeus)

Jupiter, or Jove, was the god of the heavens and the Earth, the god of justice, and the ruler over all other gods. Zeus was the son of the Titans Cronus and Rhea. At the age of maturity, he overthrew his father, and established the rule of the Olympian gods. Zeus was the supreme deity, the most powerful of the gods. He was a sky god, a god of rain, and the god of thunder and thunderbolts. Zeus was a promiscuous god and took many lovers, including his sisters and some mortal women.

Saturn (Greek: Cronus/Cronos/Kronos)

The Roman king-god Saturn was a god of the harvest who begot the major Roman gods. The Greek Cronus, son of Uranus and Gaea, was the god of time and the mightiest Titan of them all. Cronus and his sister Rhea had six children (the Olympians), but Cronus ate the first five newborns to prevent them from one day overthrowing him. Rhea saved her sixth child, Zeus, who did indeed overthrow his father.

Uranus (Greek: Uranus)

In Roman Mythology, Uranus personified the starry evening sky, who came forth spontaneously from Gaea, the Earth. He was also the husband of Gaea, who together fathered the Titans, the Cyclops, the hundred-handed monsters, and other creatures.

Neptune (Greek: Poseidon)

Neptune was the Roman god of water, rain, and fertility, also known as the King of the Sea or Ocean. Neptune and the water nymph, Amphitrite, married and had several children. The Greek Poseidon was originally the god of earthquakes and water, but that changed to the supreme god of the sea, and sometimes the god of horses. He was said to be tempestuous, violent, and vindictive; he was rarely peaceful.

Pluto (Greek: Hades)

Pluto or Hades is the lord of the Underworld. He was a gloomy, stern, and dull god who was also connected to Plutus, a being who personifies wealth. Little is known about this particular god, other than his abduction of Persephone (Roman: Proserpina). "Hades" is also a name for the Underworld.

Japanese Language, Writing and Pronunciation

The Japanese use three forms of writing based on symbols or ideograms (rather than the Roman letters used in English writing): *kanji*, *hiragana* and *katakana*. Most writing is comprised of a combination of *kanji* and *hiragana*, with *katakana* mainly used for words that are borrowed from other languages. When Japanese words are written using Roman letters (such as the title "*Bishojo Senshi Sailormoon*"), the text style is called *romaji*.

Translating *kanji* or *hiragana* into *romaji* (called romanization) can lead to inconsistencies in spelling between different texts. The long "o" sound, for example, can be romanized in several different ways:

- it can be spelled with just an "o" (ie. *yoma*)
- it can be spelled with an "o" under a bar/caret (ie. *yôma*)
- it can be spelled with an "ou" (ie. *youma*)
- it can be spelled with an "oh" (ie. *yohma*)

This flexibility can lead to debate among *Sailor Moon* fans concerning the "correct" romanization of names. The family name for Haruka (Sailor Uranus) can be found on the internet at "Tenoh", "Tenou", "Ten'ou" or "Ten'oh". Evidence in both the anime and *manga* series suggests the "official" spelling is "Tenoh".

Brief Notes on Pronunciation

1. The pronunciation of the five vowels are illustrated by the following:

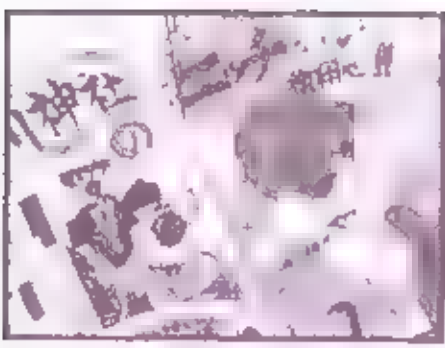
- a = "ah" (as in fAther)
- e = "eh" (as in hEAd)
- i = "ee" (as in fEEt)
- o = "oh" (as in pOle)
- u = "oo" (as in fOOd)

2. There is little pronunciation distinction between the letters "r" and "l". The "r" sound is often a combination of "r" and "l" together, though it is usually romanized as the letter "r". Thus, "Haruka Tenoh" is often pronounced as "Harluka Tenoh".

3. The "g" sound is a hard "g" (as in "Good") rather than a soft "g" (as in "Giant").

4. Each syllable in Japanese words are often pronounced with equal emphasis.

5. The same word is frequently used for both singular and



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plural references. For example, there can be one *senshi* or many *senshi*; one *yoma* or many *yoma*.

Notes on Name Suffixes

In Japan, suffixes are added to names to indicate respect, affection, gender, titles, etc. Lack of a name suffix indicates that two people have a very close relationship.

-chan

Used for younger children (especially girls), but also used to indicate affection or endearment. For example, the Inner *Senshi* usually call each other “Usagi-chan”, “Rei-chan”, “Ami-chan”, etc. The Outer *Senshi* are older and more mature than the Inner *Senshi* and therefore use the -chan suffix when referring to them as well. When Usagi and Chibi-Usa call Mamoru (Darien) “Mamo-chan”, they are using the suffix as a term of endearment.

-ko

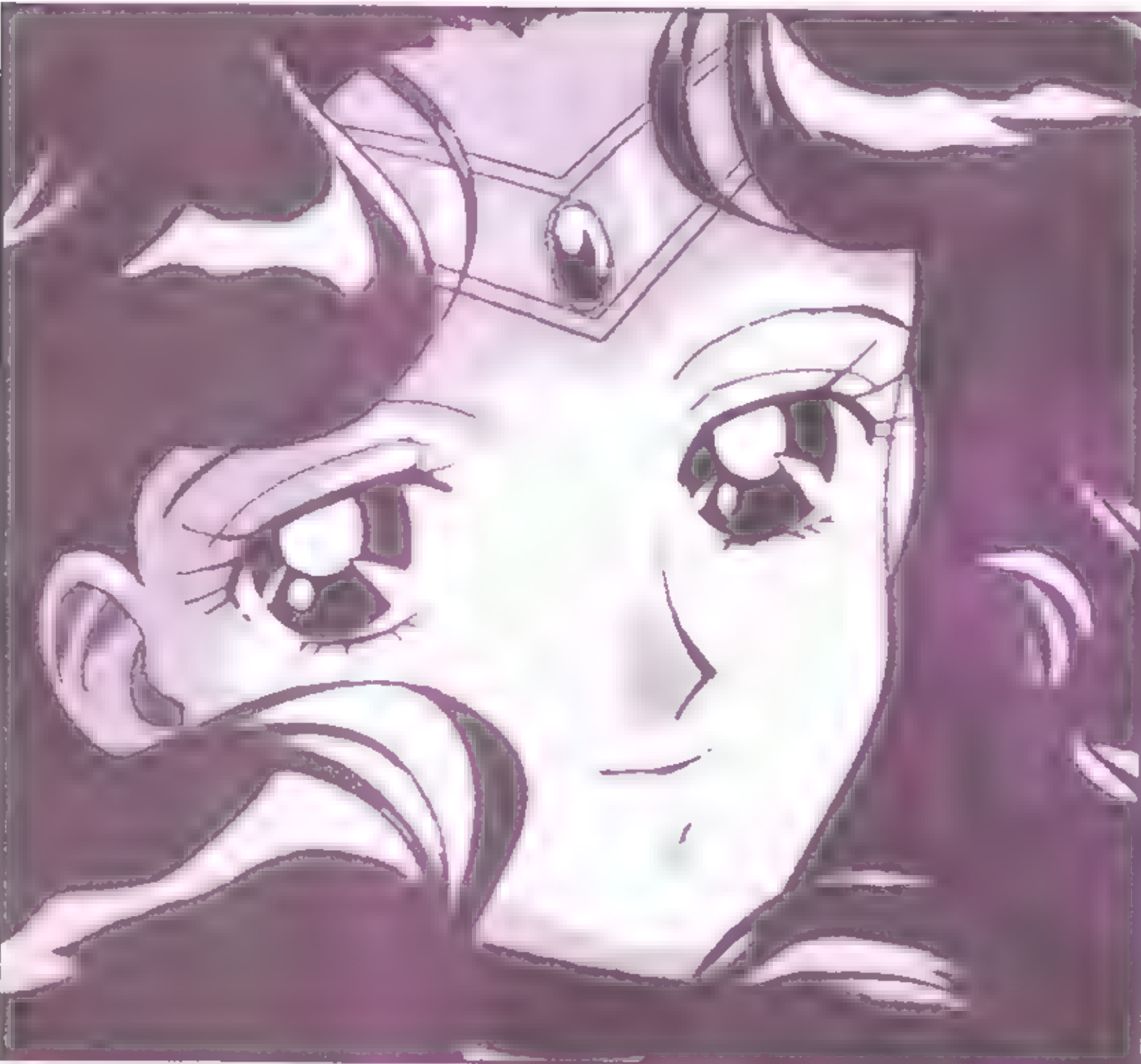
Used as a permanent suffix on a female name, such as Minako.

-kun

Used for male friends or acquaintances who are younger or the same age as the speaker. In the fifth season, for example, the Inner *Senshi* call Kou Seiya “Seiya-kun”, and Kou Yaten “Yaten-kun”.

-sama

Used for formal respect, such as when one refers to royalty. For example, the young cat, Diana, addresses Mamoru and Usagi using the -sama suffix since they will eventually be the King and Queen of the Earth.



-san

Used as a term of respect when referring to people older than the speaker, or to people with whom the speaker is not very familiar. For example, the Inner *Senshi* call Haruka “Haruka-san” and Michiru “Michiru-san”.

Character Names

The pronunciations below are the ones most commonly used to refer to the characters in *Bishojo Senshi Sailormoon*, although some names are pronounced in alternate ways by different people. Note that family names in Japan are usually said before a person’s given name. Thus it is more correct to call Usagi “Tsukino Usagi” than “Usagi Tsukino”, although Naoko Takeuchi herself has written “Usagi Tsukino” in the manga.

Tsukino Usagi	skee-noh oo-sah-gee
Mizuno Ami	meez-noh ah-mee
Hino Rei	hee-noh reh
Kino Makoto	kee-noh mah-koh-toh
Aino Minako	eye-noh mee-nah-koh
Chiba Mamoru	chee-bah mah-moh-roo
Tuxedo Kamen	tux-eh-doh kah-meh
Tenoh Haruka	ten-oh hah-loo-kah
Kaioh Michiru	kie-oh mee-chee-roo
Meiou Setsuna	meh-oh setz-suh-nah
Tomoe Hotaru	toh-moe-eh hoh-tah-loo
Chibi-Usa	chee-bee-oo-sah
Seiya Kou	sey-yah koo
Taiki Kou	tie-kee koo
Yaten Kou	yah-ten koo
Osaka Naru	oh-sah-kah nah-loo
Umino Gurio	oo-mee-no goo-lee-oh
Sakurada Haruna	sah-koo-lah-dah ha-luh-nah
Furuhata Motoki	foo-loo-hah-tah moh-toh-kee
Kumada Yuuichirou	koo-mah-dah yoo-eech-chee-oh

Meaning Behind Character Names

The Japanese names of the *Bishojo Senshi Sailormoon* characters are strongly rooted in symbolism and double meanings. Dissection of the Japanese *kanji* and *hiragana* characters that are used in the names of the Sailor Scouts and Tuxedo Mask (Tuxedo Kamen) reveal references to associated planets and elements. Refer to **Table 7-1: Character Name Meanings** on the opposite page.

Note: The written Japanese language is very complex and does not translate perfectly into English. The breakdown of the *kanji* and *hiragana* characters below list only a few of a number of possible translations.



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Table 7-1: Character Name Meanings

English Name	Japanese Name	Kanji Meanings	Literal Name Translation	Notes
Serena (Sailor Moon)	Usagi Tsukino	usagi = rabbit tsuki = moon no = of	"Rabbit of the Moon" "Moon Rabbit"	Serena is similar to Selene, Greek goddess of the moon. The name "Usagi" refers to a Japanese legend about a rabbit that lives on the moon.
Amy (Sailor Mercury)	Ami Mizuno	a = asian, secondary, centre mi = beautiful mizu = water no = of [ami = "friend" in French]	"Asian Beauty of Water" "Second Beauty of Water" "Beautiful Centre of Water" "Friend of Water"	<i>Mizu</i> can also be read as <i>sui</i> , meaning water. The word " <i>suisui</i> " refers to the planet Mercury.
Raye (Sailor Mars)	Rei Hino	rei = spirit, soul hi = fire no = of	"Spirit of Fire" "Soul of Fire"	<i>Hi</i> can also be read as <i>ka</i> , meaning fire. The word " <i>kasei</i> " refers to the planet Mars.
Lita (Sailor Jupiter)	Makoto Kino	makoto = sincerity, truth ki = wood no = of	"Sincerity of Wood" "Truth of Wood"	<i>Ki</i> can also be read as <i>moku</i> , meaning wood. The word " <i>mokusei</i> " refers to the planet Jupiter.
Mina (Sailor Venus)	Minako Aino	mi = beautiful na = little ko = child ai = love no = of	"Beautiful Little Child of Love"	Minako's name does not follow the same pattern as the other Scouts (it does not refer to the planet Venus) because Naoko Takeuchi created the name before all the others (for her manga <i>Codename wa Sailor V</i>).
Darien (Tuxedo Mask)	Chiba Mamoru	mamoru = protect, defend chi = earth ba = location	"Protector of Earth" "Defender of Earth"	As Tuxedo Kamen, Darien not only protects the Sailor Scouts, but also the entire planet.
Celia (Sailor Pluto)	Setsuna Meiou (Meioh)	setsuna = moment, instant mei = dark ou = king	"Momentary Dark King" "Instant Dark King"	The "Dark King" refers to the god of the Underworld, Hades, also known as Pluto to the Romans.
Corinn (Sailor Uranus)	Haruka Tenou (Tenoh)	haruka = distant, remote ten = heaven, sky ou = king	"Distant Heaven King" "Remote Sky King"	The "Heaven King" refers to Uranus who was the personification of the starry sky at night.
Nerissa (Sailor Neptune)	Michiru Kaiou (Kaioh)	michiru = to mature, to complete kai = sea, ocean ou = king	"Maturing Sea King" "Complete Ocean King"	The "Sea King" refers to the god of the sea, Poseidon, also known as Neptune to the Romans.
None (Sailor Saturn)	Hotaru Tomoe	hotaru = firefly to = soil moe = sprout, bud	"Sprouting Soil Firefly" "Firefly Sprouting from the Earth"	Saturn was a Roman god of agriculture. "Sprouting from the Earth" may be a reference to Hotaru's return from the dead and rebirth.
None (Sailor Star Fighter)	Kou Seiya	kou = light, ray sei = star, mark ya = field, plains	"Star Field Light"	"Star Field Light" refers to the light originating from distant stars that cannot be seen by the naked eye.
None (Sailor Star Maker)	Kou Taiki	kou = light, ray taiki = atmosphere	"Atmospheric Light"	"Atmospheric Light" refers to the light reflecting off the molecules in the upper reaches of the atmosphere.
None (Sailor Star Healer)	Kou Yaten	kou = light, ray ya = night, evening ten = sky, heaven	"Night Sky Light"	"Night Sky Light" refers to the collective name for all the nocturnal light sources.



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Glossary of Japanese Terms

arigato

Many thanks. Also *arigato gozaimasu* (thank you).

baka

Idiot or fool, used as an insult.

bishojo

Literally “beautiful girl”, but often translated into “pretty”.

bishonen

Literally “beautiful boy”, but often refers to a male with delicate, female features.

etchi

Perverted or lewd.

fuku

Clothing. The Scouts wear sailor *fuku* (sailor suits).

ginzuishou

The Imperium Silver Crystal.

gomen nasai

Excuse me. Sometimes shortened to *gomen* (pardon).

hai

Yes or okay.

henshin

Transform. The *Sailor Moon* protagonists use their *henshin* sticks (transformation pens or wands) to change into the Sailor Scouts.

kanji

A form of character symbols or ideograms used to write the Japanese language. Other character forms include *hiragana* and *katakana*.

kawaii

Cute. *Kawaii* anime characters are often the ones with the largest eyes.

ki

Spiritual essence (one of many meanings). Similar to the Chinese concept of “chi” or the spirit of the inner self.

konban wa

Good evening.

konnichi wa

Good afternoon.

maho

Magic or magical spell.

manga

Japanese comic.

mina

Everyone.

moshi moshi

A greeting used when answering the telephone, equivalent to “hello”.

nani

The term “what?”, often used as an exclamation of disbelief.

neko

A cat.

nijizuishou

A Rainbow Crystal.

odango atama

“Dumpling head”. This is Mamoru’s nickname for Usagi in the Japanese version, corresponding to “meatball head” in the English version.

ohayo gozaimasu

Good morning.

ofuda

Anti-evil scrolls that Raye/Sailor Mars uses to vanquish evil spirits.

otaku

Japanese slang for an unhealthy fan obsession (such as an anime *otaku*). Recently the anime fan community has taken the term for itself and tried to remove the negative connotations. For many people, the word “otaku” now simply means “anime fan”.

oyasumi nasai

Good night, said when going to bed.

seiyuu

Voice actor/actress.

sempai

Senior or superior.

senshi

Warriors or soldiers. Translated to “Scout” in the North American English version (as in “Sailor Scout”). The “Inner *Senshi*” refer to the five original Sailor Scouts (Moon, Mercury, Mars, Jupiter, and Venus), while the “Outer *Senshi*” refer to the Scouts that arrive later (Pluto, Uranus, Neptune, and Saturn).

shojo

Literally “young girl”. *Shojo*-anime is a genre that specifically targets school girls, with plots that explore emotions, relationships, and self reflection.

shonen

Literally “young boy”. *Shonen*-anime is a genre that is more aggressive and action oriented than the *shojo*-style of storytelling. Themes often include military duty and martial arts combat.

yoma

A monster, demon or ghost. The monster-of-the-week in the first season of *Bishojo Senshi Sailormoon* are *yoma*.



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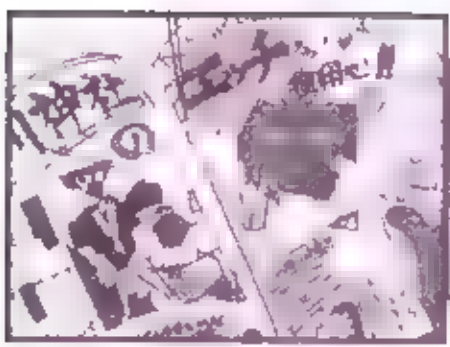
Senshi Attack Translations

<u>Sailor Scout</u>	<u>English Attack Name</u>	<u>Japanese Attack Name</u>
Sailor Moon	Moon Tiara Magic Moon Healing Activation Cosmic Moon Power Moon Sceptre Elimination Moon Crystal Healing Activation	Moon Tiara Action Moon Healing Escalation Moon Prism Power Moon Princess Halation Moon Healing Escalation
Sailor Mercury	Mercury Bubbles Blast Mercury Ice Bubbles Freeze Shine Aqua Illusion	Shabon Spray Shabon Spray Freezing Shine Aqua Illusion
Sailor Mars	Mars Fire Ignite Mars Firebird Strike Mars Celestial Fire Surround	Fire Soul Fire Soul Bird Burning Mandala
Sailor Jupiter	Jupiter Thunder Crash Jupiter Thunder Dragon Jupiter Thundercrash Zap	Supreme Thunder Supreme Thunder Dragon Sparkling Wide Pressure
Sailor Venus	Venus Crescent Beam Smash Venus Meteor Shower Venus Love Chain Encircle	Crescent Beam Crescent Beam Shower Venus Love Me Chain

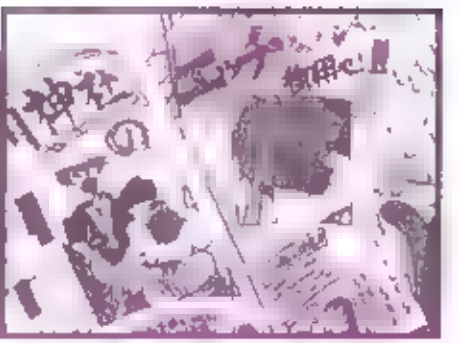
Sailor Moon Crystals and Minerals

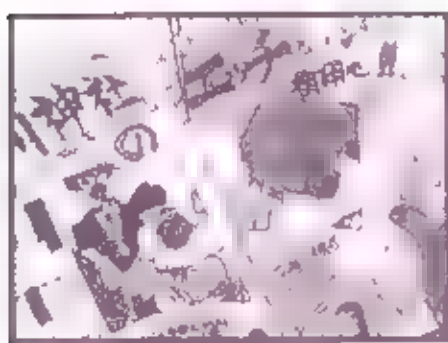
Many *Sailor Moon* villains derive their names from crystals, stones, gems and minerals. The possible origins of these names are given below, listing both their original Japanese names and the North American English names (if they differ).

<u>Character</u>	<u>Stone Name</u>	<u>Description</u>
Queen Beryl	beryl	A semiprecious or precious stone, a beryllium aluminum silicate, varying in colour from white through yellow (heliodor), greenish-blue (aquamarine), green (emerald) to pink (morganite).
Jedite (Jadeite)	jadeite	A silicate of sodium and aluminum, usually green or white, and a highly prized form of jade.
Nephrite (Nephrite)	nephrite	A silicate of calcium and magnesium forming a lesser quality jade, formerly worn as a cure for kidney disease.
Zoycite (Zoisite)	zoisite	A double silicate of aluminum (or iron) and calcium.
Malachite (Kunzite)	kunzite	A lilac-coloured, crystalline variety of spodumene, used as a gem.
Malachite (Kunzite)	malachite	A bright green basic copper carbonate, occurring as a mineral. Often used to make decorative objects.
Catzi (Cooan)	kermesite	The mineral oxysulphide of antimony, a secondary ore, occurring as an alteration product of stibnite in clusters of bright red capillary crystals.
Avery (Calaveras)	calaverite	A gold-tellurium mineral and an ore of gold. Opaque, very brittle crystals that are pale brass-yellow to silver-white and have a metallic lustre.
Prizma (Petz)	petzite	A telluride of silver and gold.
Rubeus	ruby	A precious stone of red corundum.
Emerald (Esmeralde)	emerald	A bright green precious stone, the green beryl
Sapphire (Safir)	sapphire	A precious stone of transparent blue corundum, with colour stemming from traces of cobalt
Diamond (Demando)	diamond	A very valuable precious stone of pure carbon crystallized in the cubic system, and harder than almost any other known substance



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The Complete Yōma/Cardian/Droid List

Yōma - Season 1 (Bishojo Senshi Sailormoon)

English Episode	Japanese Episode	Japanese Name	English Name
1	1	Morga	Morga
Deleted	2	Bamu	none
2	3	Flo	Fro
Deleted	5	Iguala	none
Deleted	6	Kyurene	none
4	7	Derella	no name given
5	8	Garoben	no name given
6	9	Ramua	Ramua
7	10	Kigan	no name given
8	11	Muurido	Dream Dolly
9	12	Teteisu	Titus
11	14	Tesuni	Tensie
12	15	Petasos	Petasos
13	16	Widow	Black Widow
14	17	Kyameran	no name given
15	18	Jumo	Jumo
16	19	Leo	Leo the Lion
Deleted	20	no name given	none
17	21	Kastor	Gemini Warrior 1
17	21	Pollux	Gemini Warrior 2
18	22	no name given	no name given
19	23	Yasha	Yasha
20	24	Grape	no name given
20	24	Suzukan	no name given
20	24	Housenka	no name given
21	25	Gesen	Game Machine Man
22	26	Bokushi	Bobo the Vulture
23	27	Bunpo	Bumboo
24	28	Bina	Veena
25	29	Rikoukeidaa	Techniclon
26	30	Jiji	Pox
27	31	Bakene	no name given
28	32	Akan	no name given
32	36	Mitsuaami	no name given
33	37	Jakoukai	Polite Society
34	38	Bulizaa	Blizzard
35	39	Janelin	Janelle
35	39	Misha	Misha
36	40	no name given	no name given
Deleted	42	Papillon	none
38	43	Oniwabandana	Ninjana
40	45	no name given	The Doom and Gloom Girls

Cardians - Season 2, Part I (Bishojo Senshi Sailormoon R, Part I)

English Episode	Japanese Episode	Japanese Name	English Name
41	47	Wanpiru	Vampeal
42	48	Minotaron	Minotaur
43	49	Pharaion	no name given
44	50	Heluanto	Nacrid
45	51	Reisi	Racy
46	52	Gigaros	Vulturos
47	53	Amadeusu	Skulker
48	54	Siren	Amphibia
49	55	Utonberino	Mophead
50	56	Bipierrot	Pierrot
51	57	Amanju	Insectia
52	58	Yamandakka	Four Face

Droids - Season 2, Part II (Bishojo Senshi Sailormoon R, Part II)

English Episode	Japanese Episode	Japanese Name	English Name
55	61	Atsugessho	Droido
56	62	Nipasu	Frosty
57	63	Danbulu	Rhonda
58	64	Fuuraiki	Thunderclap
59	65	Jamanen	Jellax
60	66	Abogadora	Avocado
62	69	Akumuda	Hypnotica
68	75	Jakoku	Grim Man
69	76	Majipan	Marzipan
70	77	Udering	Regalia
71	78	Parumakon	Injector
72	79	Dogba	Animal Instinct
73	80	Giwaaku	Mistrust
74	81	Chiral	Doom
74	81	Achiral	Gloom
75	82	Ryuakus	Genie of the Time Warp



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On-Line Sailor Moon and Anime Resources

Usenet Newsgroups

alt.fan.sailormoon

Discussion about the *Sailor Moon* television series

rec.arts.anime.misc

Japanese animation fan discussion

rec.arts.anime.creative

Original work by fans, related to anime/manga (moderated)

rec.arts.anime.fandom

Important issues concerning animation fans

rec.arts.anime.games

Video games, card games, and RPGs based on anime

rec.arts.anime.info

Announcements about Japanese animation (moderated)

rec.arts.anime.marketplace

Things for sale in the Japanese animation world

rec.arts.anime.models

Models designed after Japanese animation characters

rec.arts.anime.music

Music as it pertains to Japanese animation

rec.arts.manga

All aspects of the Japanese storytelling art form

rec.games.mecha

Giant robot games

sci.lang.japan

The Japanese language, both spoken and written

soc.culture.japan

Everything Japanese, except the language

alt.binaries.pictures.anime

Images from Japanese animation

See <http://www.dejanews.com> for a comprehensive listing of Usenet groups and recent posts.

Sailor Moon Web Sites

The Anime Web Turnpike: Sailor Moon Links

<http://www.anipike.com/smoon.html>

Mixx Entertainment

http://www.mixxonline.com/mixxonline/usa/e_main_fs.htm

Save Our Sailors Campaign

<http://looney.physics.sunysb.edu/~daffy/sos>

Voice Stars

<http://www.voicestars.com>

Hitoshi Doi's Sailor Moon Encyclopedia

<http://www.tcp.com/doi/smoon/smoon.html>

Cult of Serenity Sailor Moon Headquarters

<http://www.geocities.com/TimesSquare/4818/serenity.htm>

The Sailor Senshi Page

<http://www.members.xoom.com/outersenshi>

Sheer Lunacy! A Nitpicker's Guide to the Sailor Moon Universe

<http://www.geocities.com/Tokyo/Pagoda/1641/index.html>

The Everchanging Sailormoon Gateway

<http://www.indy.net/~pandora/sailormoon/gateway.html>

Crystals in the Moonlight

<http://pages.prodigy.com/kp.ens/smoon.htm>

Anime RPG Web Sites

Guardians Of Order

<http://www.guardiansorder.on.ca>

Akane's Anime RPG Page

<http://www.geocities.com/TimesSquare/Arena/2448>

The Anime RPG Shrine

<http://www.geocities.com/Area51/corridor/4286/rpgshrine.html>

Mailing List

Animania Anime Role-Playing List

<http://www.egroups.com/list/animaniarpg-l>

To Subscribe: send an empty e-mail message to the list address (animaniarpg-l-subscribe@egroups.com)



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Sailor Moon Seiyuu

The following is a list of some of the voice actors/actresses (*seiyuu*) for *Sailor Moon* (North American English version) and *Bishojo Senshi Sailormoon* (the original Japanese version). If more than one voice actor/actress has portrayed a character, the episode numbers in which they appear are given in brackets following the names.

North American English Version

Serena/Sailor Moon:	Tracey Moore (eps. 1-11, 13, 21, 41); Terri Hawkes (all others)
Amy/Sailor Mercury:	Karen Bernstein
Raye/Sailor Mars:	Katie Griffin (up to 65); Emilie Barlow (66+)
Lita/Sailor Jupiter:	Susan Roman
Mina/Sailor Venus:	Stephanie Morganstern
Darien/Tuxedo Mask:	Rino Romano (1-11); Toby Proctor (12-65); Vince Corraza (66+)
Luna:	Jill Frappier
Artemis:	Ron Rubin
Sailor Pluto/Luna Ball:	Jill Frappier (58); Sabrina Grdevich (61+)
Queen Serenity:	Wendy Lyon
Molly:	Mary Long
Melvin:	Roland Parliament
Andrew:	Colin O'Meara
Rini:	Tracey Hoyt
Queen Beryl:	Naz Edwards
Jedite:	Tony Daniels
Neflite:	Kevin Lund
Zoycite:	Kirsten Bishop
Malachite:	Dennis Akayama
The Negaforce:	Maria Vacratsis
Alan:	Vince Carraza
Ann:	Sabrina Grdevich
Doom Tree/Tree of Life:	Liz Hannah
Catzi:	Alice Poon (54-60); Mary Long (61+)
Bertie:	Kathy Laskey
Avery:	Jennifer Griffiths
Prizma:	Norma Dell'Agnese
Rubeus:	Rob Tinkler
Wiseman:	Tony Daniels
Emerald:	Kirsten Bishop
Prince Diamond:	Robert Bockstael
Sapphire:	Lyon Smith
Wicked Lady:	Liz Brown
Sammy:	Julie Lemieux
Serena's Mom:	Barbara Radecki

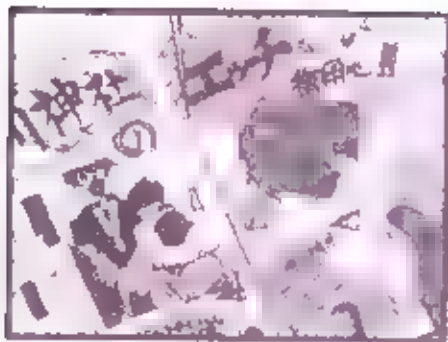
Serena's Dad:
Patricia Haruna:
Grandpa:
Chad:
Announcer:
Mr. Baxter:
Game Machine Joe:
Jordan (baby):
Peter Fisher:
Greg:
Peggy Jones:
Misha:
Jenelle:
Mika:
Mika's Mother:
Chess Tower owner:
Countess Rose:
Monster of the Day:

Background Voices:

David Hubbard
Nadine Rabinovitch
David Fraser
Steve Bednarski
Chris Wiggins
Chris Wiggins
Rino Romano
Tony Daniels
Joel Feeney
Eric Kimmel
Katherine Trowell
Jeff Lumby
Tracey Hoyt
Kathy Laskey
Wendy Lyon
Roland Parliament
Wendy Lyon
Harvey Atkins, Lindsay Collins, Lisa Dalbello, Tony Daniels, David Fraser, Terri Hawkes, Elva Mai Hoover, Loretta Jafelice, Julie Lemieux, Allison Sealy-Smith, Maria Vacratsis
Steve Bednarski, Chris Britton, Lindsay Collins, Tony Daniels, David Fraser, Hillary Goldhar, Loretta Jafelice, Julie Lemieux, Roland Parliament, Alice Poon, Nadine Rabinovitch, Greg Swanson

Original Japanese Version

Usagi Tsukino/Sailor Moon:	Kotono Mitsuishi
Ami Mizuno/Sailor Mercury:	Aya Hisakawa
Rei Hino/Sailor Mars:	Michi Tomizawa
Makoto Kino/Sailor Jupiter:	Emi Shinohara
Minako Aino/Sailor Venus:	Rica Fukami
Chiba Mamoru/Tuxedo Kamen:	Tohru Furuya
Luna:	Keiko Han
Artemis:	Yasuhiro Takato
Diana:	Kumiko Nishihara
Setsuna Meioh/Sailor Pluto:	Chiyoko Kawashima
Michiru Kaioh/Sailor Neptune:	Masako Katsuki
Haruka Tenoh/Sailor Uranus:	Megumi Ogata
Hotaru Tomoe/Sailor Saturn:	Yuko Minaguchi
Queen Serenity:	Mika Doi
Naru Osaka:	Shino Kakinuma
Gurio Umino:	Keiichi Nanba
Motoki Furuhashi:	Hiroyuki Satou
Chibi-Usa/Sailor Chibi Moon:	Kae Araki
Queen Beryl:	Keiko Han
Jadeite:	Masaya Onosaka
Nephrite:	Katsuji Mori



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Zoisite:	Keiichi Nanba
Kunzite:	Kazuyuki Sogabe
Seijuurou Ginga/Ail:	Hikaru Midorikawa
Natsumi Ginga/Ann:	Yumi Touma
Cooan:	Wakana Yamazaki
Beruche	Yuri Amano
Calaveras:	Akiko Hiramatsu
Petz:	Megumi Ogata
Rubeus:	Wataru Takagi
Esmeralde:	Mami Koyama
Prince Demando:	Kaneto Siozawa
Shingo Tsukino:	Chiyoko Kawashima
Haruna Sakurada:	Chiyoko Kawashima
Grandpa (Ojii-san):	Tomomichi Nishimura
Yuuichirou Kumada:	Bin Shimada
Other Characters:	Yuriko Fuchizaki, Eriko Hara, Akiko Hiramatsu, Miki Itou, Mika Kanai, Rumi Kasahara, Chiyoko Kawashima, Miki Narahashi, Emi Shinohara, Wakana Yamazaki

Credits

Original Japanese music by Tetsuya Komoro
 Original Japanese lyrics by Kanako Oda
 English lyrics by Andy Heyward
 English music arranged, performed, and produced by Bob Summers for Don Perry Music Co.
 English vocals: Nicole Price and Brynne Price

“Moonlight *Densetsu*” Transliteration

*Gomen ne sunao ja nakute,
 Yume no naka nara ieru,
 Shikou kairo wa shotto sunzen,
 Ima sugu aitai yo,
 Nakitaku naru you-na MOONLIGHT,
 Denwa mo dekinai MIDNIGHT,
 Datte junjou dou shiyoi,
 Huato wa mangekyou.*

*Tsuki no hikari ni michibikare,
 Nandomo meguri-au,
 Seiza no matataki kazoe uranau koi no yukue,
 Onaji kuni ni umareta no MIRAKURU ROMANSU.*

*Mo ichido futari de WEEKEND,
 Kami-sama kanaete HAPPY-END,
 Genzai kako mirai mo,
 Anata ni kubittake.*

*Deatta toki no natsukashii,
 Manazashi wasurenai,
 Ikusenman no hoshi kara anata o mitsukerareru,
 Guuzen mo chansu ni kaeru ikikata ga suki yo,*

*Fushigi-na kiseki kurosu-shite
 Nandomo meguri-au,
 Seiza no matataki kazoe uranau koi no yukue,
 Onaji kuni ni umareta no MIRAKURU ROMANSU,
 Shinjite-iru no MIRAKURU ROMANSU.*



Opening Song Translations

“Moonlight *Densetsu*”, or “Moonlight Legend”, was the opening theme song to *Bishojo Senshi Sailormoon* for four years since its beginning in 1992. While most of the song is in Japanese, there are some English words used for stylistic purposes. The music single release for “Moonlight *Densetsu*” reached platinum levels in early 1996. The theme song to the North American English version of *Sailor Moon* retains the general melody of “Moonlight *Densetsu*”, but uses different beats, instruments and lyrics.

“Moonlight *Densetsu*” Translation

I’m sorry, but I cannot tell
 I can only tell you within a dream
 Before my nerves become shorted
 I wish to meet with you now

It seems to be crying, the moonlight
 Since I cannot telephone past midnight
 I do not know what to do with the love of you
 My heart is a kaleidoscope



Chapter 7: Resources and References



The moon's light will guide me
So that I can once again meet you
Choreography of the stars can predict
All the love which has come and gone
Together on the same earth, a miracle romance

With you, another weekend
God, please grant me a happy end
In the past, present and future
I will be devoting all my thoughts to you

If disaster comes to us when we meet
I will never forget us
Millions of stars are looking at us
Seeing us attempt to live together in love

Unintentionally, miraculously, we cross again
So I meet with you again
Choreography of the stars can predict
All the love which has come and gone
Together on the same earth, a miracle romance
Something I do believe in - a miracle romance.

Sailor Moon Theme

Fighting evil by moonlight
Winning love by daylight
Never running from a real fight
She is the one named Sailor Moon

She will never turn her back on a friend
She is always there to defend
She is the one on whom we depend
She is the one named Sailor...

...Sailor Venus
...Sailor Mercury
...Sailor Mars
...Sailor Jupiter

With secret powers
All so new to her
She is the one named Sailor Moon

Fighting evil by moonlight
Winning love by daylight
With her Sailor Scouts to help fight
She is the one named Sailor Moon
She is the one named Sailor Moon

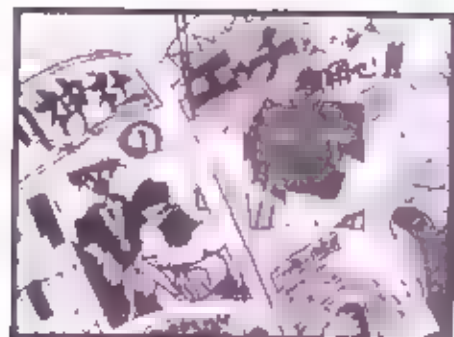
She is the one...Sailor Moon

Sailor Moon Credits

The following credits are reproduced from those provided at the end of the first episode of North American television series *Sailor Moon* ("A Moon Star is Born").

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Andy Heyward
English Adaptation Produced By
Louse Hurtubise
Production Creative Consultant
Fred Ladd
Directed By
Junichi Sato
English Adaptation Written By
Mycheline Tremblay, Gary Plaxton, Lisa Lumby
Casting By
Trish Dynes, Nicole Thuault
Performers
Dennis Akayama, Karen Bernstein, Kirsten Bishop, Tony Daniels, Naz Edwards, Jill Frappier, Katie Griffin, Julie Lemieux, Mary Long, Kevin Lund, Tracey Moore, Colin O'Meara, Stephanie Morganstern, Roland Parliament, Nadine Rabinovitch, Susan Roman, Ron Rubin
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Nicole Thuault
ADR Directors
Tracey Moore, Roland Parliament
ADR Assistant Director
Lisa Lumby
ADR Engineer
Salvatore Grimaldi
Audio Mixer Engineers
Mark Baldi, Luc Hebert
ADR Mixing Services Provided By
Optimum Productions (Toronto, Canada)
Original Music
Takanori Arisawa, Tetsuya Komoro, Kazuo Sato
Main Title Music Adaptation and Additional Music By
Bob Summers for Don Perry Music
Japanese Lyrics
Kanaoka Oda, Yoshiaki Tsushima
Original Japanese Animation Produced By
Toei Animation Co., Ltd., Japan

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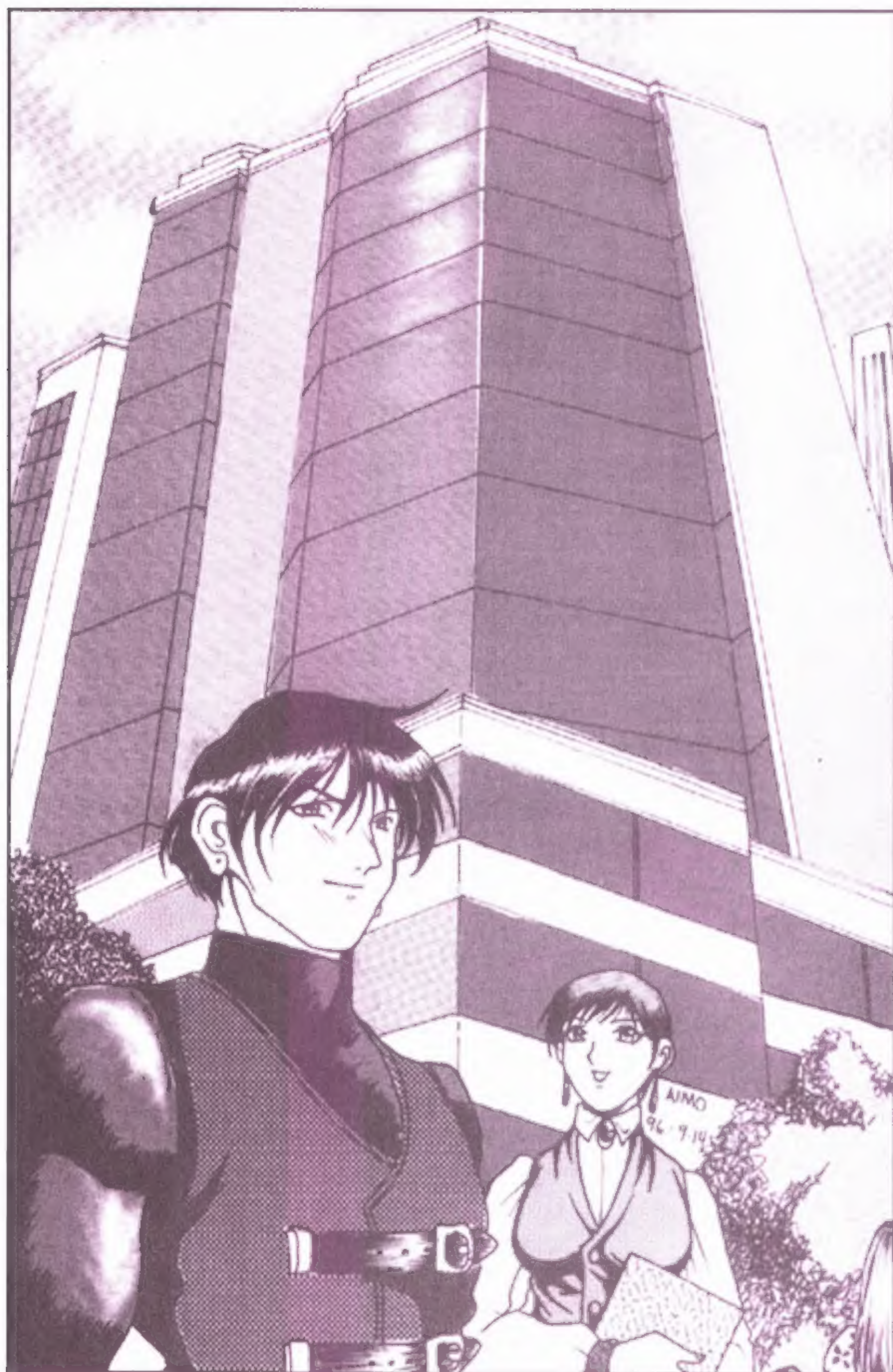
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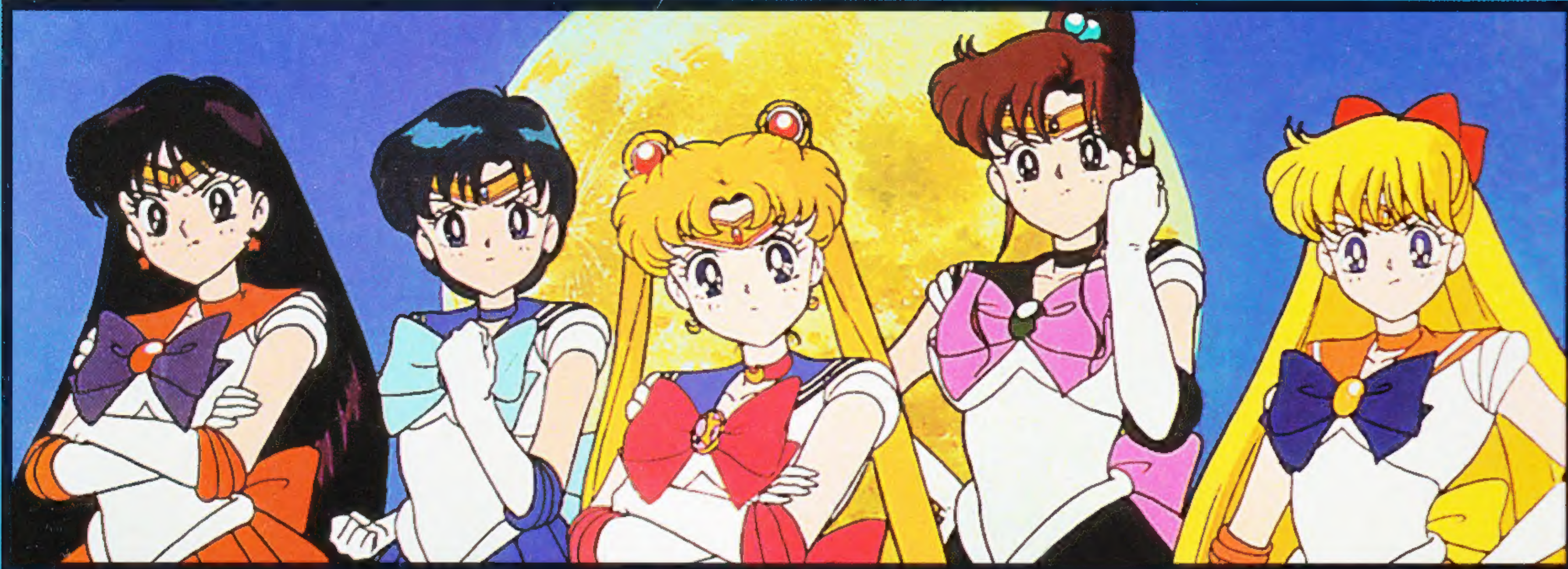
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